WARHAMMER SIEGE™

BY RICK PRIESTLEY

WARHAMMER 40,000™

RULES SUMMARY & REFERENCE

A. TURN START

Fire
Roll for all fire damage (tower interiors only - see **WFB**, p137).

Roll D6 for all burning machines (see p84):

Dice roll		Result
Open Machines	Enclosed Machines	
1	1-2	The fire goes out.
2-5	3-5	The fire still burns; no other effect.
6	6	The machine is destroyed.

B. MOVEMENT PHASE

1. ACCESS LIMITS (p17)

Link	No. Models
–	4
‡	8
‡‡	12
ladder	4 (max. 2/section)
stair	4 (max. 2/section)

2. OCCUPATION LIMITS

Rampart: 4 models (p17) per side

Tower/Battlement: 8 models per side

3. FLYING CREATURES (p81)

Height level level	Clears building levels
Attack	1
+10	2-5
+20	6-10
+30	11-15
+40	16-20

4. LARGE HUMANOIDS (p50)

Creature	Size ratio
Ogre	2
Minotaur	2
Troglodyte	2
Troll	2
Treeman	4/8
Giant	•

Notes: Treemen count as 4 in *courtyard*, rampart, and *battlement* sections, otherwise they count as 8.

Giants count as a number of models equal to their **S** score (6-8).

5. LADDERS, GRAPPLES, & LOG RAMS (pp39-44)

Object	Models to Carry		
	½ Move	Min	Max
Ladder	2-3	4	6
Grapple	N/A	1 (no shield)	N/A
Log Ram	4-6	7	8

6. CASTING DOWN LADDERS & GRAPPLES (pp42-43)

Unattended ladders - automatic

Attended ladders - 6 on D6 (+1 for each additional model making attempt - max. of 3)

Unattended grapples - automatic

Attended grapples - 4-6 on D6 (+1 for edged weapon, only 1 model may make attempt)

7. MOVING BRAZIERS (p48)
Roll D6 for each Brazier moved, on a 6 roll again:

1-3 Brazier extinguished
4-6 Brazier dropped & extinguished - carriers take 1D3 **S** 4 hits

8. EXPOSED/CONCEALED DEFENDERS (p15)
Remember to remove from, or place on the tabletop any defenders who have become exposed or concealed during the movement phase.

C. SHOOTING PHASE

1. RANGE (p28)
Add +4" per level to horizontal distance if target higher than firer.

2. OFF-TABLE MISSILE THROWERS (p63)

Maximum Range	May Fire From
under 48"	Tabletop only
48"-96"	Ready Zone
96" or more	Encamped Zone

3. TO HIT MODIFIERS (pp29,61)

Target is:

Protected by parapet: **-2**
Protected by arrowslits: **-2**
Over ½ range: **-1**
Exposed large humanoid: **+1**
Machine: (min **S** 7 to damage) **+1**
Crew of open machine: **-1**
Crew of enclosed machine: **-2**

4. PROCEDURE
Nominate target section/level and randomise hits among all *exposed* models.

5. MISSILE THROWERS
If target is section/level G1, hits strike gate on D6 roll of 1-3, and stonework on 4-6.

D. COMBAT PHASE

1. DROPPED MISSILES (p45)
See Dropped Missile Table, at foot of page.

2. TO HIT MODIFIERS (p24)

Advantage of ground (being charged from lower level): **+1** (1st round only)

Winning: **+1**

Using Halberd vs. troops on ladder: **+1**

Blocking (see p38): **+1** (always attack first)

Embattled (defending across parapet): **+1**

Fighting Machine Crew: **-1**

3. BREAKING DOWN GATES & DOORS (p35)

All hits are automatic.

Damage modifiers vs. *Gates* are:

+1 **S**	using 2-handed axe or halberd
basic **S**	using 2-handed mace/club, or 1-handed axe
-1 **S**	using any other weapon

Damage modifiers vs. *Doors* are:

+2 **S**	using 2-handed axe or halberd
+1 **S**	using 2-handed mace/club, or 1-handed axe
basic **S**	using any other weapon

No more than 2 models may attack a door at a time.

Door Type	T	Dam. Pts.
Tower to courtyard	6	4
Tower to rampart	6	4
Courtyard to wall	4	2

4. ROUTS (p25)

Routing troops move at end of combat phase, away from enemy troops.

5. RETREATS (p25)

Losing side as (see p24), may retreat (after routers).

To hold ground, losers must make **Ld** test - failure means they rout.

DROPPED MISSILE TABLE (D. COMBAT PHASE)

Type	To Hit	Models Needed	S	Effects
Rocks	Auto	1 or more	No. of models	Hits all in area
Boulders	BS	2/boulder	7	1D3 wounds on 1 target (no Save)
Lime	Auto	2/batch	2	Hits all in area (no save); -3 on all hit rolls for rest of day
Hot coals	Auto	2/brazier	4	Hits all in area (ignites wood structures on 6 on D6)
Hot sand	Auto	2/batch	3	Hits all in area (no save); -1 on hit rolls for rest of turn
Hot water	Auto	2/batch	3	Hits all in area (no save); -2 on hit rolls for rest of turn; may splash
Hot Oil	Auto	2/batch	4	Hits all in area (no save), -3 on hit rolls for rest of turn; may splash
Molten Lead	Auto	2/batch	3 6	(for models on ground - normal save allowed) (for models on ladders etc - no save); -3 on hit rolls for rest of turn

E. MAGIC PHASE

1. SPELLS & THE MAGICAL BOUNDARY
Roll D6 for any spell cast across the boundary (see p82), or at the castle:

1 No effect. Expend **double** magic points.
2 No effect. Expend magic points as normal.
3 No effect this turn. Roll again next magic phase.
4 Spell costs **treble** normal magic points (if the caster has insufficient points, the spell fails and the caster's remaining magic points are wasted).
5 Spell costs **double** normal magic points, etc.
6 The spell works as normal.

2. SUPERNATURAL CREATURES
Roll a D6 whenever any Undead, Ethereal, Demonic, or Elemental model attempts to cross boundary:

1 The creatures may not pass. Either, 2D6 are automatically destroyed (units only), or 2D6 *Wounds* are lost (individuals only - no saving throw).
2 The creatures may not pass. D6 are automatically destroyed (units only), or D6 *Wounds* are lost (individuals only - no saving throw).
3 The creatures may not pass, but are unharmed.
4 Creatures may pass but may not fight thus turn. Any hits on them this turn automatically cause damage.
5 Creatures may pass, but lose 1 *Attack* this turn only. Any hits on them this turn automatically cause damage.
6 Creatures may pass, but lose 1 *Attack* for this turn only.

F. RALLYING (p27)

Routing troops may rally (make **Ld** test) if:

they didn't move during the last movement phase, *and* they cannot see, nor are *aware* (see p15) of any enemy troops in an adjoining, connected section/level.

The test is modified as follows:

+1 to **Ld** if section/level contains same number of (or greater) friendly models;

if models from more than one unit are routing in same section/level, test on lowest **Ld** level.

G. STRATEGIC TIME (p59)

Attacker may declare switch to Strategic Time whenever no attacking models are on the tabletop.

1. STRATEGIC FIRE (p64)
Each missile thrower can fire 12 volleys per day (5 shots per volley).

-1 volley for every crewmember
-1 for each missing crewmember

Roll D6 for each volley, to determine number of hits, and calculate structural damage normally - (see p31).

On a 6, the hit strikes D6 exposed defenders (if any). A result of 6 means the hit is on a character model (re-roll if none present).

2. STRATEGIC COUNTERFIRE (p64)
Only Ready zone may be fired on. Firer declares whether firing at troops or machines

Firing on Troops
Roll D6 for each volley: 1-5 means D6 members of a that many units are hit. A further 6 means a character model is hit.

Firing on Machines
Roll D6 for each volley: 1-5 means that many machines are hit. Only **S** 7 (or greater) hits can affect machines. A 6 on D6 means the machine is destroyed.

H. SUPPLIES (p75)

1. ATTACKER
Supply points cost 2 points each.

Expenditure

Unit Size	Supply pts per day
up to 20	1
21-40	2
41-60	3
Characters	
With unit	0
up to 20	1
21-40	2
Missile Thrower Crews	
Any size	1

Halflings consume twice these amounts; Large humanoids (not Trolls) consume supplies at a rate equal to their size ratio.

Lack of Supplies
Make a **Ld** test for each unit lacking supplies, failure means D6 models desert. But:

Halfling, Orc, and Goblin units lose 2D6;

Trolls *eat* D6 members of nearest unit

Characters never desert.

2. DEFENDER
Starting supply = 2D6x10

1 point is used each day

Lack of Supply

Unit Strength	Models Lost
up to 20	D6 per day
21-40	2D6 per day
41-60	3D6 per day

Halfling, Orc, and Goblin units lose twice normal;

Trolls *eat* D6 members of random unit.

3. FORAGING (p60)
Attacker may gain D6 supply points for each strategic move a unit spends in the Remote zone.

J. CONSTRUCTION (p77)

A minimum **Int** of 5 is required.

Large humanoids (not trolls) use their size ratios when constructing;

Dwarfs count as double actual number;

Halflings consume 3 times normal supplies when constructing;

Gnomes count as double their number when mining or raising earthworks;

Skaven count as 3 times their number when mining.

K. MINES (p78)

Check for accidents by rolling D6 whenever the day's progress roll (see p79) is a 6:

1 all miners killed and the mine and minehead are now useless.
2 2D6 miners are killed, and the tunnel score is reduced by the same amount, to a minumum of 0.
3 As above, but roll D6 instead of 2D6.
4 D6 miners are killed but the tunnel score does not change.
5 Progress halted - the tunnel score does not change today, roll D6 next day: 4+ the mine may continue normally, 1-3 it must be abandoned.
6 The mine is flooded and destroyed. Roll D6: 4+ means D6 miners drown, 1-3 all escape unharmed.

Certain races have a saving throw against floods and collapses:

Race	D6 Saving Throw
Gnome	6
Dwarf	5-6
Skaven	4-6

COLLAPSE (p79)
When the player wishes to collapse the mine (it must have a tunnel score of 20+), he chooses a target section and rolls a D6:

1-3 Target section *undermined*.
4 Wall/tower section *partially undermined*.
5 Section immediately to left of target section (if any) is undermined.
6 Section immediately to right of target section (if any) is *undermined*.

Undermined sections automatically lose any remaining defence points from the bottom level (**W1**, **T1** or **G1**), and takes D6 points of critical damage.

Partially undermined sections take 2D6 defence points of damage in its ground level (**W1**, **T1** or **G1**).

L. EQUIPPING FORCES

1. SPECIAL EQUIPMENT
The following items may be bought from the points allocated to *rank and file* (cf Warhammer Armies), prior to the game:

Item	Points Cost
Brazier	25
Log ram	10
Ladder	10
Grapple and line	5
Water (per batch)	2
Oil (per batch)	5
Lime (per batch)	4
Sand (per batch)	4
Rocks (per batch)	2
Boulders (each)	3
Lead (per batch)	5

2. SIEGE MACHINES
Each player may spend up to one third of the total points cost of the army on Siege Machines. Crew costs must be deducted from the rank and file allowance.

Goblinoid, Undead, Chaotic, and Dark Elf armies may allocate no more than one third of the points spent on siege machines to the purchase of gunpowder weapons. Points costs can be found on pages 66, 70, and 74.

CONSTRUCTION TABLE

Construction	Min./Max Models	Worker/days	Supplies
Earthwork	10/NA	10	10
Mine	10/NA	varies	10/day
Countermine	10/NA	10	1
Missile thrower	1/10	3 per crew	3 per crew
Engine of Assault	1/10	2 per crew	2 per crew
Screen	1/10	1 per crew	1 per crew
Enclosing open machine	1/10	1 per crew	½ per crew

WARHAMMER™ SIEGE

BY RICK PRIESTLEY

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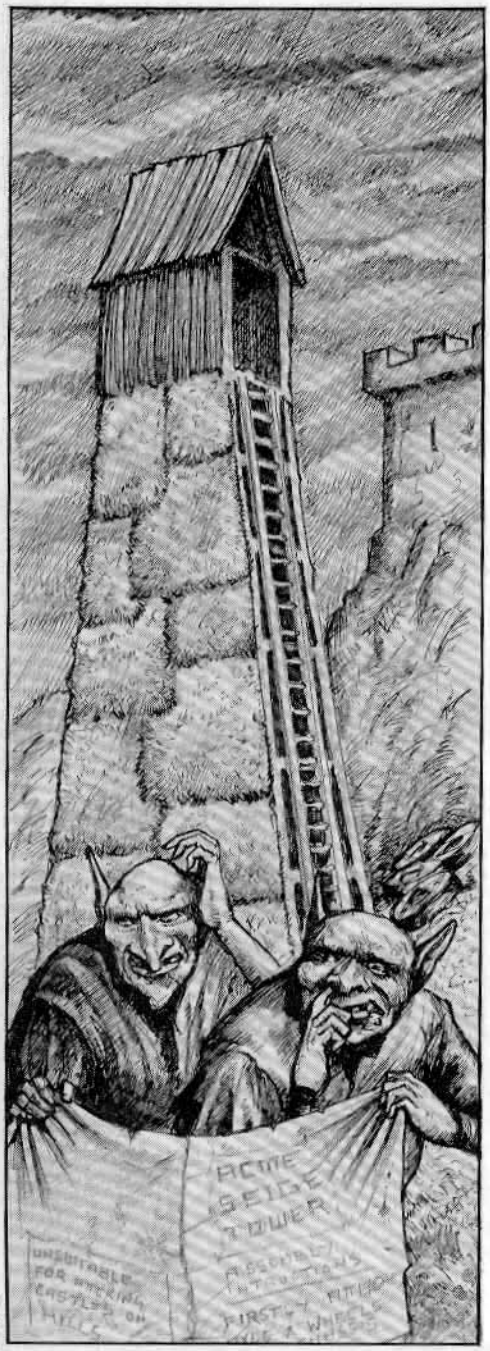
WARHAMMER SIEGE

Nothing enhances the wargames table quite like a finely detailed model castle - as the photographs in this volume so clearly demonstrate. Until now, however, only the most dedicated (or wealthy) of Warhammer players, blessed with plenty of patience and a gift for modelling, could ever hope to field such an item. But not any more. With the release of **The Mighty Fortress**, Citadel Miniatures have made it possible for *any* player to add a new dimension to their tabletop. And **Warhammer Siege** has been specifically designed around the Mighty Fortress, enabling you make the most of this splendid model - from straightforward assaults, to full-scale sieges lasting months of game time.

And that's not all.

The Mighty Fortress works equally well in the **Warhammer 40,000** universe - whether you use it to represent a simple Marine outpost on some god-forsaken feral world, or a shining example of Orkish "know-what,"defending an isolated colony. So **Warhammer Siege** includes a special section explaining how to use the fortress in your **WH40K** games...



"Lift the ladder!" yelled Boggrub Legbiter, from his commanding position at the back of the Goblin forces. "Shift that grapple!" he shouted as his troops advanced upon the sheer walls of Karak-Azrum. "Tote that ram!" he howled as his warriors scrambled through the hail of fire from the ramparts. His cries of encouragement were interrupted by a tap on his shoulder.

"Woz 'tote' mean den, boss?" It was not a good time to ask questions. All day the Broken Nose Goblins had been pounding the Dwarven fortress with their machineries of destruction. Since noon their warriors had thrown themselves against the towering walls of rock in wave upon wave, only to be beaten back, bruised, battered and dispirited.

"Don't ask questions," screamed Boggrub as his faithful but not-too-bright lieutenant climbed unsteadily back to his feet, "Jus' get up that ladder!"

"But, boss..." stumbled Gutbug, "It's too little - look!". It was true. The ladder barely reached half-way up the wall. It creaked ominously in the light breeze, and as the two Goblins watched, a couple of rungs fell to the ground.

"Looks orright ter me," affirmed Boggrub. "Wotcher waiting fer? I'd be up there like a shot if I didn't 'ave this terrible cripplin' wound in me leg." Gutbug looked solemnly at the massive swathe of bandages that covered the Warchief's troublesome bunion.

"Don't get me wrong, boss," ventured Gutbug nervously, "but me an' the lads bin thinkin', an' we reckon maybe we ought ter...ter..." his brow knotted as he tried to remember the words, "...refink our strat'jy a bit."

"Do WOT?!!" bellowed the Warchief, grabbing his lieutenant firmly by the throat.

"Urghhh...well," wheezed Gutbug, "That tunnel..."

"Got in, dinnit?"

"Yer, right under the cesspit. I should know." Boggrub slackened his grip a little - he had thought Gutbug smelt worse than usual.

"An' the ram..."

"Great idea, that. One of mine."

"Well yer, but the nearest trees is miles away. An' when we gets this 'un back it turns out to be a Treeman wot woz 'avin' a kip. Wrecked the 'ole place, it did. Mind you, we gave it an 'eadache tryin' it out on that big rock - hur, hur."

"So wozzis abaht refinkin', den?" growled Boggrub, fingering his sword. He knew the penalty for mutiny was death, and was trying to work out precisely what mutiny was.

"Well," proffered Gutbug, "One o' them prizzners 'ad this book. 'War'ammer seeje', 'e called it."

"Book?" queried Boggrub, "Book?! Readin's stunty stuff! Yer not goin' soft, are yer?"

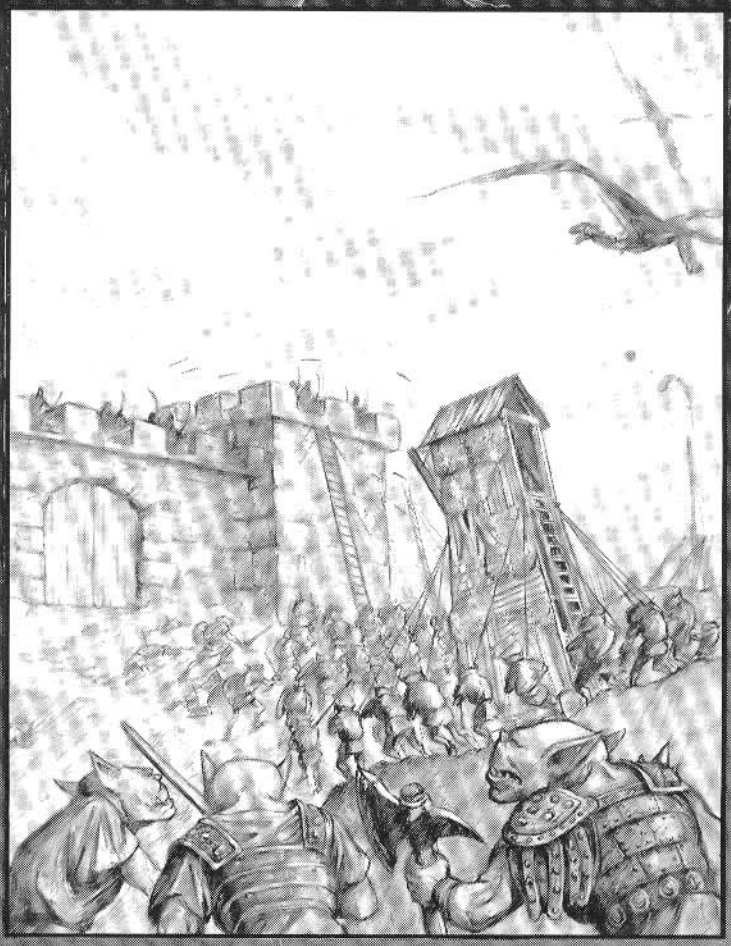
"Nah, boss - 's got loads o' pitchers. Knocking down forts an' stuff."

"Gizzit 'ere!" exclaimed the Warchief, snatching the tome. "Coooorrrr..." he breathed, pointing to a picture of a huge wooden assault tower equipped with battering ram and bolt thrower.

Less than an hour later, Boggrub held a council of war.

"I've 'ad this brilliant idea," he began, with a silencing glance at Gutbug. "Get the lads tergevver - we're goin' ter the woods again!"

THE FANTASY SIEGE



"Issa stupido to builda a wall iffa you ain' agonna hide behind it."

A Treatise for de Deliverance of Cities by Giovanni Marmalodi

BUILDING A CASTLE

In medieval times, Kings and Barons spent many years - and personal fortunes - building castles. Fortunately, times have changed. Today, you can build a castle quickly and easily from one or more *Mighty Fortress* sets - and it won't cost you anything like as much, either.

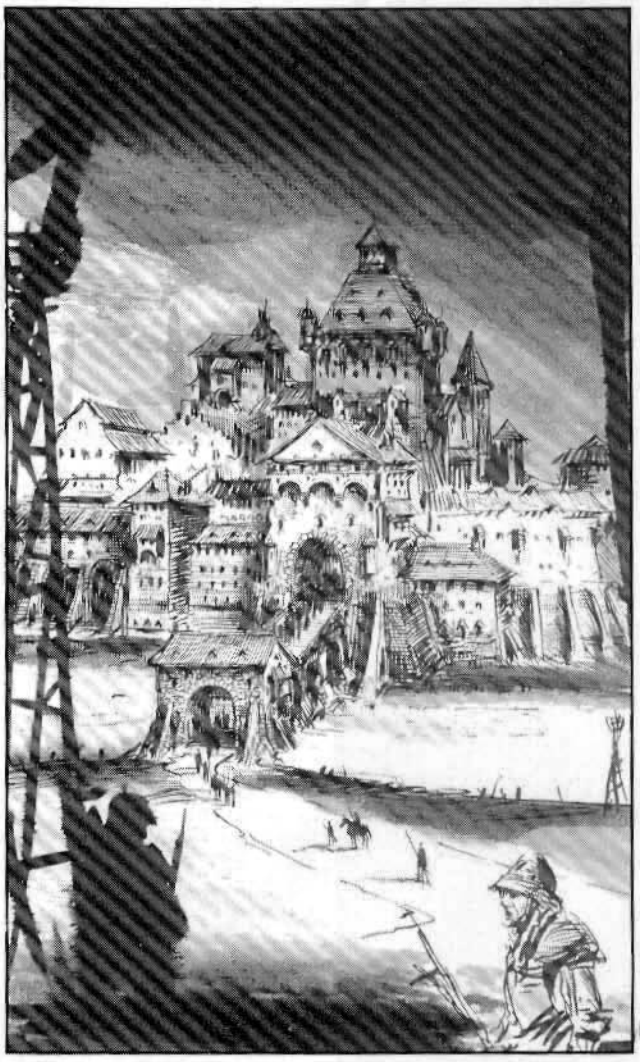
The *Mighty Fortress* set provides sufficient wall and tower segments to construct defences up to the size of the stalwart Border Fortress shown below. With two or more sets, you can build bigger and better fortresses, walled towns, or even the walls of a vast fantasy city! And with a copy of *Warhammer Fantasy Battle* and the additional rules in this book, you can lay siege to your fort, razing the defences or fighting off the attackers in a valiant defence - all in a day or less!

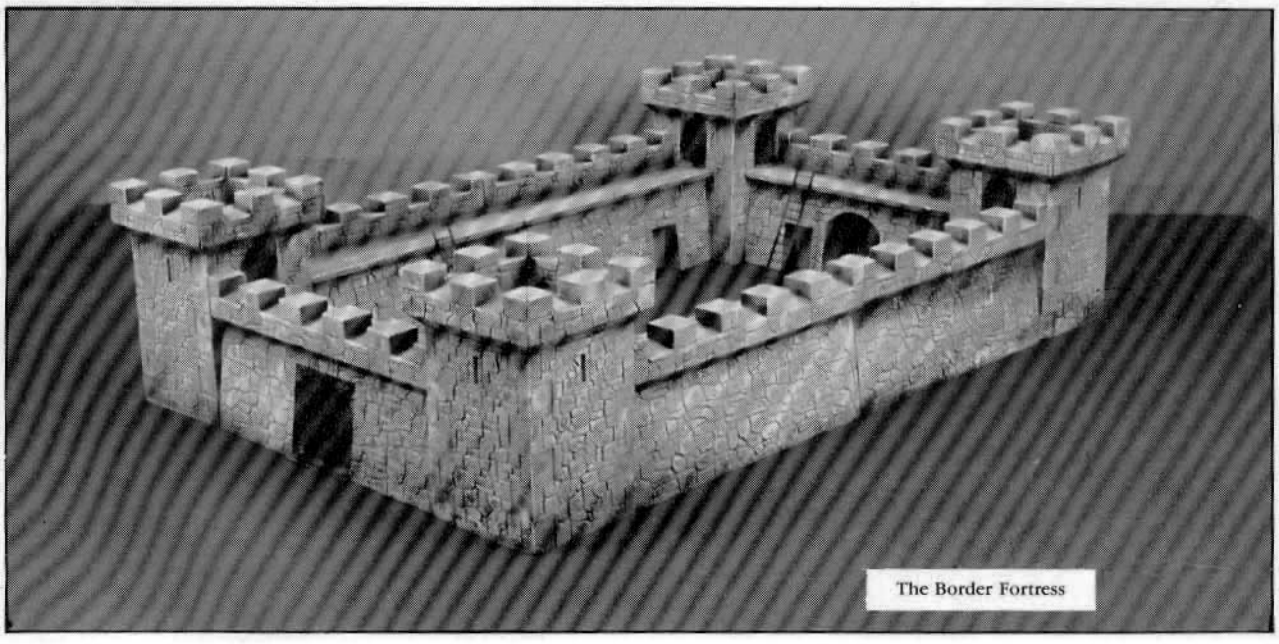
In fact, the only limit to the size of your castle is how much space you've got. Even the largest tabletop is only big enough for a small or medium-sized fort. An entire city wall would need an extensive area of floor. Be warned, though - a really big siege game can take quite a while to fight and involve hundreds of models as well as several players on each side.

The Border Fortress is a convenient size for most siege games, although you have endless scope for expansion if you want. We've used the Border Fortress as the basis for our examples throughout this book, but the rules can handle sieges and fortifications of any size, and we've included sample layouts for various types of fortification, of all sizes.

The Journal of Castle von Spratz

One of the most important textbooks for Siege warfare was devised by Giovanni Marmalodi, a bankrupt Tilean soldier of fortune, in the year 2420. Called ***A Treatise for de Deliverance of Cities****, it is a remarkable book; all the more so since Marmalodi is known never to have been present at a siege. However, it is believed that he discovered a journal, kept by Ilich Meinbach, who was Duke of the Grand Principality in the Border Princes from 2396 until 5th Vorhexen in the year 2399. Meinbach's domain - in a large Border Princes' estate of some thirty to forty-five square miles - was besieged and razed by orcish attackers. The journal he kept is therefore a priceless account of how a siege operates, and will be quoted extensively in this tome. The better insights offered by Marmalodi will also be included, along with those of other, less well-known authorities.*



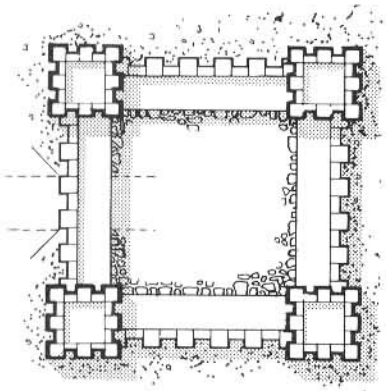


The Border Fortress

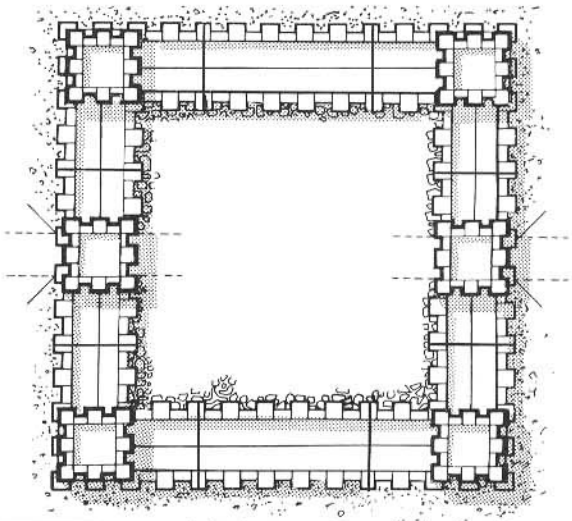
CASTLE LAYOUTS

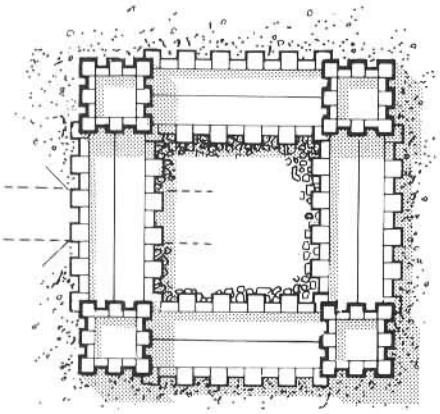
Although we refer to the *Border Fortress* throughout this book, *Citadel Mighty Fortress* sets can be used to construct an almost endless variety of fortifications. Here are a few examples:

The Keep.
This is similar to the Border Fortress, but has only one wall section per side.

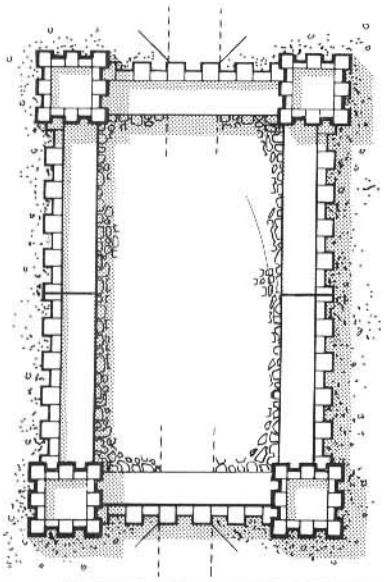


The Fort.
This is a stronger version of the Keep, using double ramparts. Two *Citadel Mighty Fortress* sets are required.

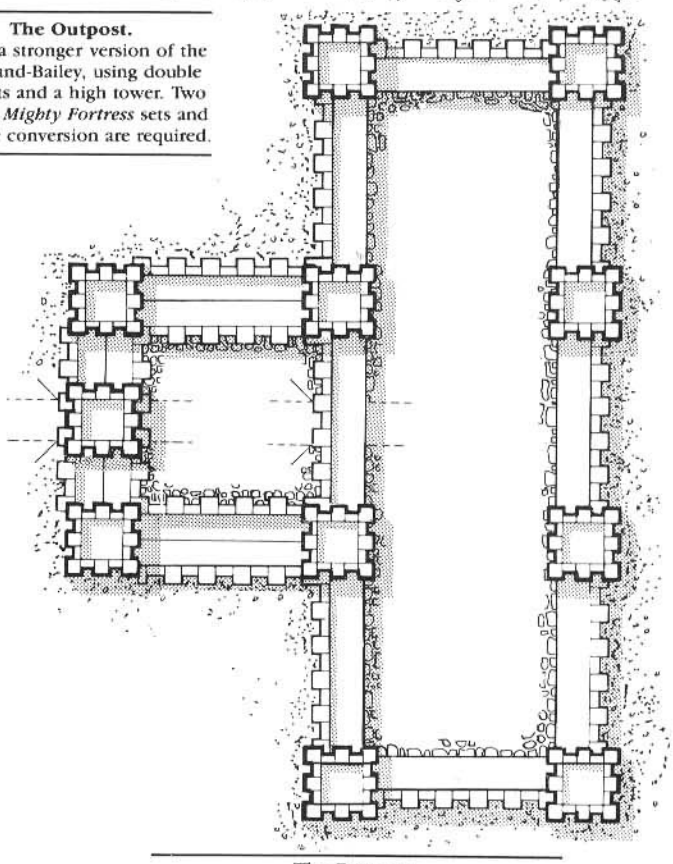




The Outpost.
This is a stronger version of the Motte-and-Bailey, using double ramparts and a high tower. Two *Citadel Mighty Fortress* sets and a simple conversion are required.

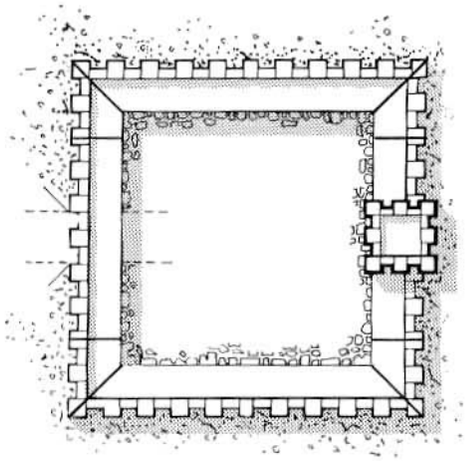


The Border Fortress.
This layout uses all the components in the *Citadel Mighty Fortress* set.

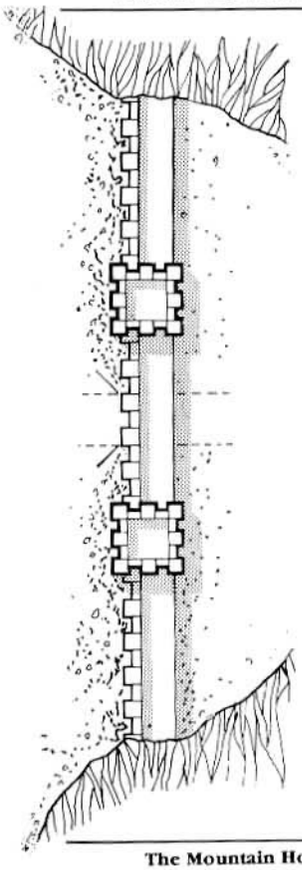


The Fastness.
This impressive castle features a double-rampart barbican for very strong gate defences, reinforced by a high tower over the gate. Three *Citadel Mighty Fortress* sets are required.

The Motte-and-Bailey.
A Norman-style castle, consisting of a single tower, with an attached courtyard, or *bailey*. This requires a simple conversion of the basic set, which is covered later in the book.

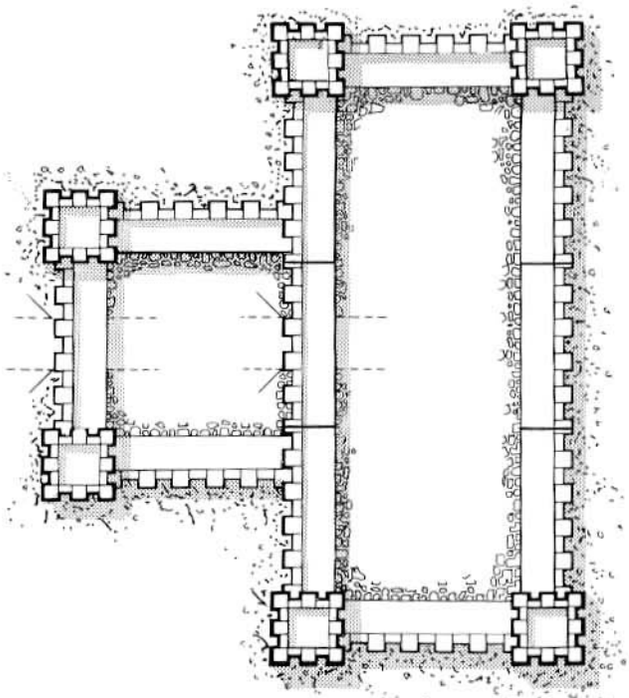


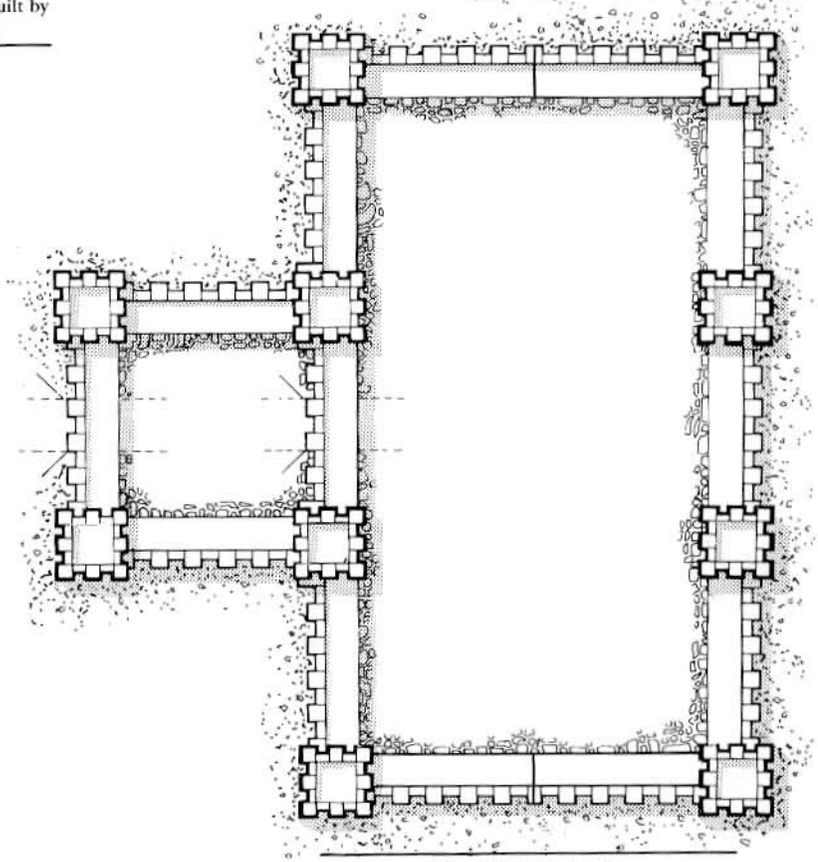
The Peel Tower.
This is a tower on its own, often built by settlers in wild frontier areas.



The Mountain Hold.
This is a wall with towers, used to block the end of a steep-sided valley.

The Stronghold.
This also requires the use of two *Citadel Mighty Fortress* sets, and is similar to the Marcher Castle, but with the addition of a barbican to strengthen the gate defences.





The Marcher Castle.
This is a larger version of the Border Fortress, requiring the use of two *Citadel Mighty Fortress* sets.

SETTING UP

The Gaming Area

A tabletop or area of floor approximately five feet square will be needed for the smaller castles, but the more space you have, the better! Set up the castle in the middle, leaving a gap of at least 18 inches between the castle walls and the edge of your gaming area. After all, the attackers need some space to move around in!

The Players

As in a conventional *Warhammer* game, a siege is fought between two sides, with one or more players on either side. One side occupies the castle and is known as the *besieged* or the *defender*, while the other is known as the *besieger* or the *attacker*.

MAPS

Warhammer is a miniatures-based game, and we shall be using miniatures to represent the attacking and defending troops. In addition, secret maps are used to indicate the locations of hidden troops, to record the positions of models as they move, and to note down structural damage caused by siege machines and mining. These maps are an important part of the game, as you'll see.

A siege game can be as simple or complex as the players wish. A complex game may involve the use of several different kinds of map. More complex games and maps are dealt with later on in the book; for the moment we only need to concern ourselves with the basic *castle map*, which is used in all siege games.

The Castle Map

Before a game can begin, the GM must prepare two castle maps, as explained below. One is given to the defender, and the GM keeps the other. A pull-out castle map for the Border Fortress is given at the back of the book, and the chapter on *Expanding the Castle* (pp85-89) includes everything you need to make your own castle maps for the layouts on pp7-8 - and others you may devise for yourself! The attacker should never look at either of the castle maps - the information they contain is secret. The GM, of course, may look at either castle map at any time.

Sections and Levels

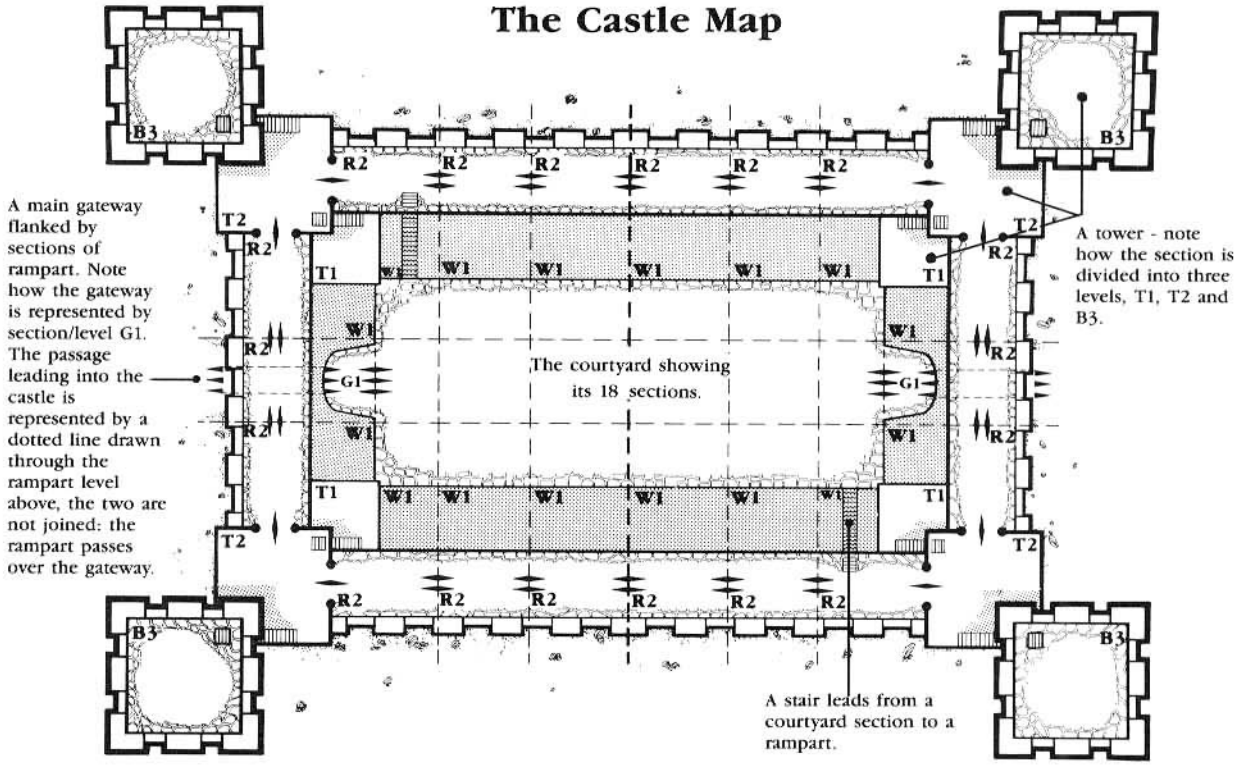
The castle map shows a diagrammatic plan view of the castle. In the main *Warhammer Fantasy Battle* rules, buildings are divided into a number of *sections*, and castles are no exception. In addition, building sections are divided into *levels*, and the standard unit of space that we use in these rules is the *section/level*. This represents one level of one building section. Section/levels are explained more fully in the following chapter. Each section is represented on the castle map by its own distinct box, called an *area*, which is sub-divided to show the various levels.

Each area on the castle map is marked with a symbol to show the type of section/level it represents - for example, gateways, walls, or towers. The area is also marked with various symbols to indicate the presence of stairs, ladders, doorways and various other things.

The castle walls enclose an open area, called the *courtyard*. For movement purposes, the courtyard is divided into *sections*, each section being a square whose sides are as long as a building section. This is an exception to the normal *Warhammer* rules, and is explained fully later on. Corners of courtyard sections are delineated only by the small crosses and are not marked with a symbol.

The symbols are listed below, with their meanings. Don't worry about remembering them all for the moment.

The Castle Map



Map Symbols

T1,T2, etc **Tower**. T1 is the ground floor level, T2 the level above. The battlement level is shown by the battlement symbol.

B3, etc **Battlement**. It is possible to move onto flat roofs or battlements such as the top of a tower. In the Border Fortress, for example, the tower levels are marked T1/T2/B3.

W1, etc **Wall**. If the exterior wall of a castle is solid, it is represented by an area containing the letter W for 'wall'. A section/level containing a W symbol represents a solid wall and cannot normally be occupied although it is possible to incorporate rooms inside the walls (see p12)

R2, etc **Ramparts/Parapets**. The parapet and rampart level of a wall. All of the ramparts of the Border Fortress are at level 2.

G1 **Gateway**. The symbol indicates the presence of a gateway in the corresponding section/level.

Door/passageway. This symbol connecting two areas indicates it is possible for troops to move between the two section/levels. A line can also connect a section/level to a courtyard or outside space.

Note: a connecting line may run **through** a section/level area without connecting it - only the boxes in which the line begins and ends are connected. If areas are not joined by this symbol, or by the ladder or stair symbol (see below) it is not possible to move between the two section/levels.

Wide door/passageway. This symbol indicates that the way between two section/levels is especially wide. This permits twice as many troops as normal to move through at once. This is described in detail later, under the heading *Movement in the Castle*.

Extra wide door/passageway. This symbol works in a similar way to the preceding one, except that three times as many troops as normal may pass from one area to the other. The Gateways of the Border Fortress are marked with 2 lots of triple lines - one of which is dotted to indicate its passage beneath the walls. This is because it actually takes 2 turns to move from the courtyard throught the gates to the outside, and vice versa.

Stair. This symbol shows that a high section/level is connected to the ground or a lower level by a stairway. The ends of the line indicate where the stair begins and ends. Troops may move up or down between the two section/levels.

Note: it is possible for a stair to ascend from the ground to level 3 without allowing access to level 2.

Ladder. This symbol indicates that a ladder joins a rampart or tower section/level to the ground or a level below. The top and foot of the ladder show the areas connected in the same way as staircases.

Using the Maps

In later chapters, we will discuss how the map is used to record damage, troop positions and movement, and other details. For the moment, it is sufficient to appreciate that maps are used to record information secretly. It is therefore important that the attacker can never see the map at any time. The GM may consult a player's map when he wishes, and should check to make sure information is being recorded correctly.

Of course, the courtyards of castles are often crammed with out-buildings serving as stables, barracks, and workshops. If you are using your castle to represent the edge of a city wall, or part of a larger garrisoned fortress, it is appropriate to fill the courtyard with houses and other dwelling places. Not only will these look splendid, but they make the game more interesting, providing scope for house-to-house fighting inside the castle. If you like you can place buildings outside the castle walls to present the building expansion common when space runs out inside.

THE ANATOMY OF A CASTLE

This chapter covers the details of the castle and how they are recorded on the castle map. Before we get into the detailed rules, we'll just summarise what we've said about castle maps so far:

1. The defender and the GM each have their own castle map.

2. The attacker does not have a castle map, and may never look at a castle map during the course of the game. The only information available to the attacker is that presented on the castle model itself.

3. The GM may look at the defender's castle map at any time.

4. The castle map is a diagram showing the layout of the castle, where building sections begin and end, how many levels there are in each section, and what these levels are.

5. The standard symbols shown opposite are used for recording further information, about access between section/levels, and between the castle itself, the courtyard and the outside.

6. During the game, the defender uses the castle map to control and record the movement of troops. To represent the many different parts of the castle, its internal features are divided, or partitioned, into *sections*, *levels* and *courtyards*.

TECHNICAL TERMS

In the last chapter, we used a lot of technical terms like *section, level, section/level* and *courtyard*, and only defined them roughly. Here are more complete definitions of what we mean by these terms, and how they relate to the castle map and the castle model:

Sections

Every building in *Warhammer Fantasy Battle* is divided into *sections*. In the main game, sections are used to determine damage to buildings. This is also true of the siege game, but sections, and more importantly section/levels (see below), are used to control movement of troops.

A section is one of the following:

1. A length of model wall up to 4 inches long.

In the *Mighty Fortress* set, each wall *segment* (ie. each polystyrene wall piece) is treated as having three sections, each approximately 3⅓ inches long. This is far more convenient than following the letter of the *Warhammer* rules and dividing the wall into two 4 inch sections and one 2 inch section.

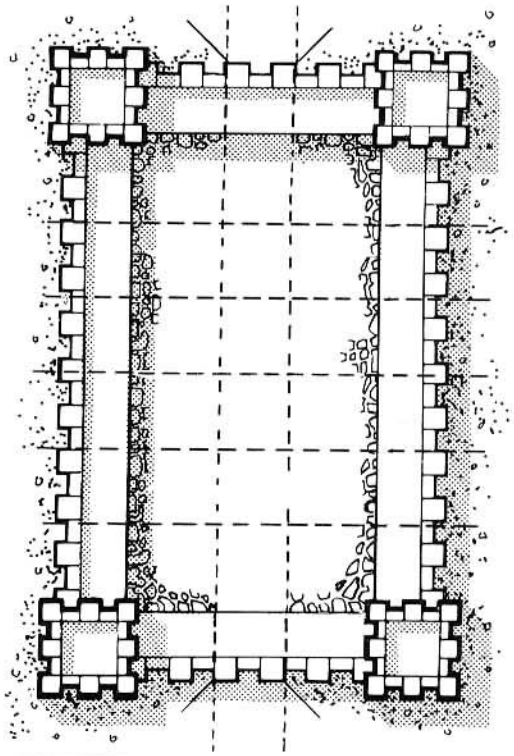
2. A distinct structure or part of a structure (such as a tower or house) whose base measures no more than 4" x 4".

For example, the base of a tower in the Mighty Fortress *set is 3¾ inches square. So the tower counts as one section. A smaller but distinct structure, a 2" x 2" outhouse for instance, is also one section. A building whose base is larger than 4" x 4" is divided into two or more sections, as described in the Warhammer Fantasy Battle rulebook.*

Since the *Mighty Fortress* set uses one-section towers, we don't have to worry about larger structures at the moment. We shall return to the subject of large, multi-sectioned structures later in the book.

Sections are important in the game because they control movement, just like the squares on a chess-board. This is explained in the chapter on *Movement in the Castle.*

The *Border Fortress* consists of four towers and six segments of wall. These are divided into sections as shown below.



Courtyards

The area enclosed by the castle walls is referred to as the *courtyard*. The courtyard is divided into sections in the same way as the castle walls and towers; the sections are squares whose sides are as long as a section of wall. Needless to say, the courtyard only has one level.

The courtyard of the Border Fortress is divided into eighteen sections, corresponding directly to the surrounding wall sections. These are indicated on the map by a broken grid, as shown above.

Levels

The castle is an imposing structure, with high walls and tall towers. Two groups of models in the same section may not necessarily be able to fight each other. For example, troops that are in the base of a tower will not be able to fight troops at the top, and troops at the foot of a wall will not be able to fight troops on the ramparts. So we need to subdivide the castle vertically as well as horizontally. We do this by using *levels.*

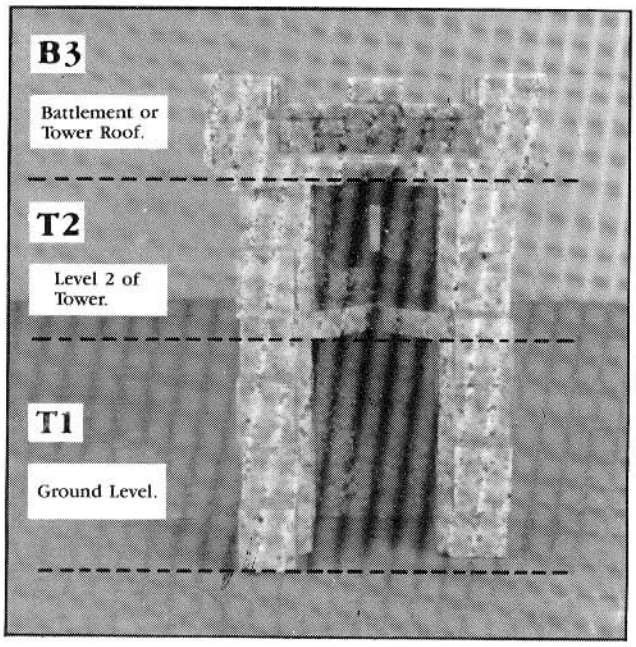
Each level is given a number, as follows:

Level 1 is the ground level.

Level 2 is the first floor up from ground level - the level above level 1.

Level 3 is the second floor up from ground level - the level above level 2.

Higher levels are numbered 4, 5, 6 and so on, as required. The Border Fortress only has three levels - ground (level 1), rampart/tower (level 2) and battlement or tower roof (level 3).



Section/Levels

We've already seen how a castle is divided into horizontal units called sections and vertical units called levels. To describe a single unit of space in the castle, we refer to both the section and the level, giving us a three-dimensional co-ordinate which we call a *section/level*.

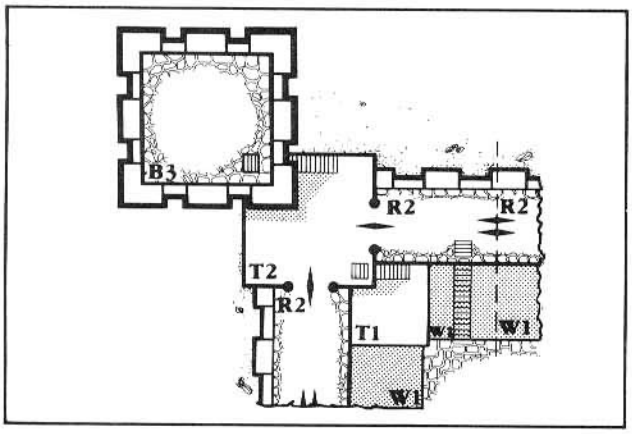
Section/levels are very important to the siege game. They are used to control movement and combat, as explained elsewhere in this book. No section/level may be larger than the maximum size described above. There is no minimum size. Smaller section/levels represent more crowded or cramped areas.

FEATURES ON THE CASTLE MAP

The symbols used on the castle map have already been explained (page 10). Here, we look at the features they represent, and how they relate to the castle model.

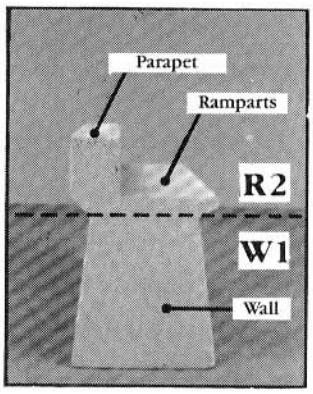
Towers

The *Citadel Mighty Fortress Set* tower is a squat, square, 1-section tower with three levels: tower level 1 (T1), tower level 2 (T2) and the battlements (B3). The levels are marked on the map as shown below.



As it is impossible to place models inside the lower levels of the tower, it is a good idea to represent combat inside these areas using a special tower floor plan. This can be placed next to the tower, or anywhere convenient, and the engaged models placed on it. Games Workshops floor-plan system is ideal for this. In fact, the floor plans can be used in many ways to enhance the appearance of your castle. For example, you can cover the ramparts with stone flagging or wooden planking.

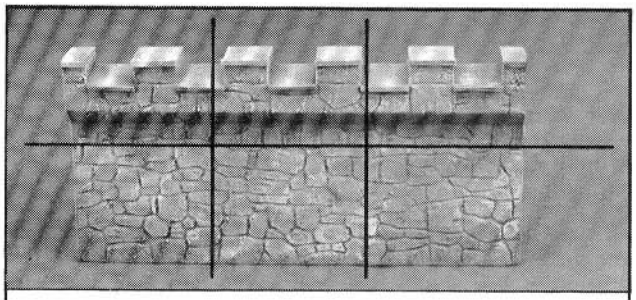
Walls



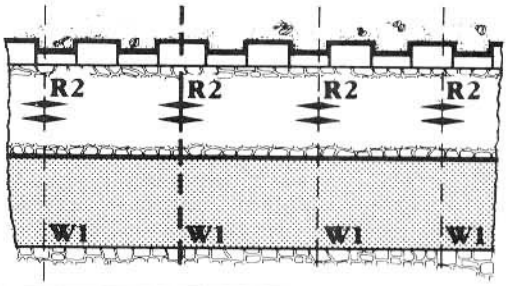
Fortified walls have ramparts and parapets along the top, allowing defenders to walk along them. Troops are protected - and to some degree hidden - by the parapet, as described later.

Each wall section is divided into two levels: the wall level (W1) and the rampart level (R2). The ramparts join up directly to level 2 of the tower.

The polystyrene wall pieces in the *Citadel Mighty Fortress Set* are called *segments*. Each segment is 10 inches long, and is divided into three equal sections (a left, middle and right section). As mentioned above, each section is in fact 3⅓ inches long rather than 4 inches.



The wall (W1) and rampart (R2) are represented on the castle map as shown below.

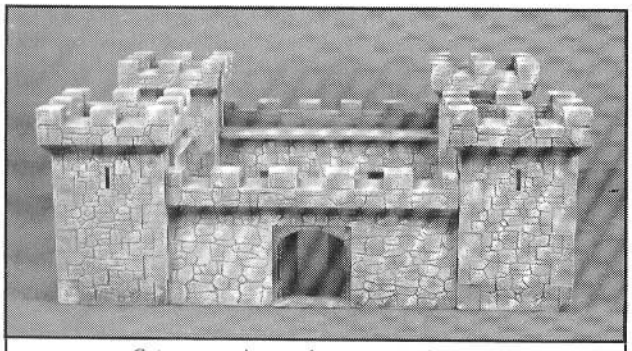


Of course, real castles often feature complicated internal arrangement, and there is no reason why you shouldn't (with a bit of experience) recreate such features within the framework of the rules. For example, although we say walls (W1 section/levels) are solid, in fact they have small store or guard rooms within their thickness. Such rooms would be equivalent in size to a tower section/level and would be accessible through doors leading into the courtyard. The recesses in the castle wall components would be perfect to represent this - perhaps painting them black to indicate a passage, or using one of the plastic doors. An internal room of this kind could be connected to adjoining section/levels if you wish, and could have 'loop-holes' through which the defenders could fire arrows or crossbows upon the enemy!

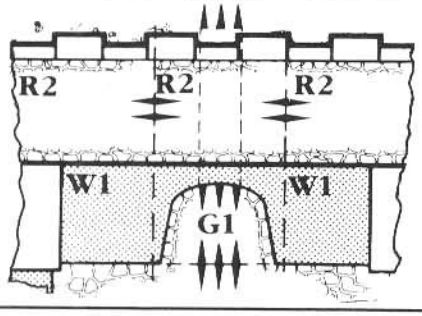
Gates and Gateways

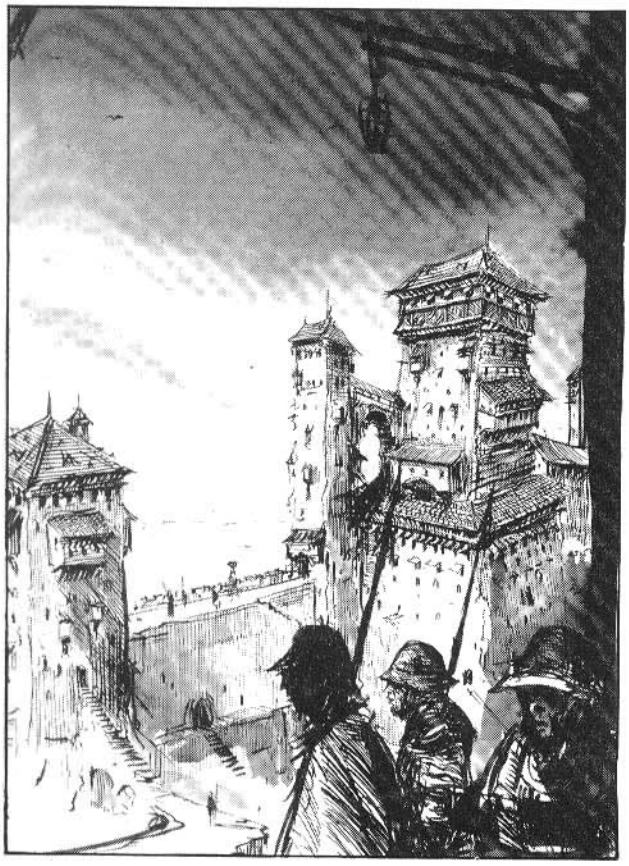
The *Citadel Mighty Fortress Set* comes complete with a gateway moulded into one of the wall segments. This occupies the bottom level of the middle section of the wall segment, and is indicated on the castle map by the symbol G1.

The plastic gate component is designed to fit into the gateway. Special rules for opening and closing the gate - as well as battering it down - are given later.



Gateway section as shown on castle map.





Doors and Doorways

The *Citadel Mighty Fortress Set* comes with moulded plastic door components. These may be placed over cut-outs in the walls to indicate the presence of doorways leading to stairways within the thickness of the wall.

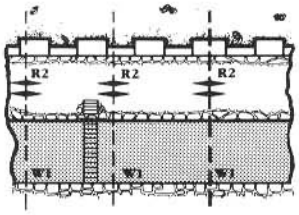
A plastic door may also be placed at level 2 of the tower. A tower doorway lacking a door is still a doorway and can still be moved through - but if there is no door, it can't be closed!

Note: the two lower tower doorways (T1) are obscured when the walls are in position for the Border Fortress. In different castle layouts, these doors allow you greater flexibility, but they play no part in the Border Fortress, and are ignored when using that layout.

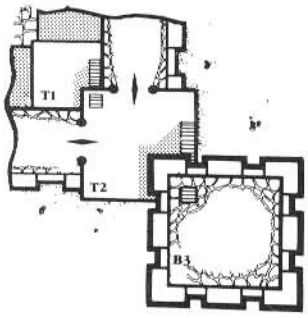
Doors and doorways restrict access, as described in the chapter on *Movement in the Castle.*

Stairs

Stairs are used to connect section/levels which are on different levels, such as two levels of a tower or the ramparts and the courtyard. For example, in the diagram accross, the rampart (R2) is joined to the courtyard by a stairway.



The tower has stairs connecting its three levels. These are not represented on the castle model itself, although they are represented on the castle map, as shown.



The presence of a stairway must be indicated on the model. In the case of a stairway leading from the courtyard to the battlements, a plastic door is placed in the wall cut-out, and a plastic trapdoor is placed on the rampart above. The stairway leads from the trap door at the top of the door at the bottom. In the case of a tower, the stairs are all internal, so all that is necessary is to place a plastic trap door over the hole in the tower roof.

The effect of stairs on movement is covered in the chapter on *Movement in the Castle.*

Ladders

Ladders allow troops to move between levels in the same way as stairs. Unlike stairs, ladders can be moved about during the game, as described later. Ladders should be marked on the castle map by the appropriate symbol (in pencil, so that it can be rubbed out if the ladder is moved), and on the castle model by a plastic ladder component.

The ladders supplied with the *Citadel Mighty Fortress Set* come in just 2 lengths, but you can, if you wish, rule that the players have fixed numbers of ladders of different lengths. Thus, you can have short ladders which reach only from a level to the one immediately above, or longer ones which reach from level 1, say, to level 3.

There are no ladders marked on the Border Fortress castle map, or on any of the other castle maps on pages 7-8. This is because their position is not pre-determined; they can go wherever the player using them wants them to go, and they can move about during the course of the game.

USING THE CASTLE MAP

The castle map is used to record the positions of troops within the castle. Counters are used to represent the besieged forces; these are arranged on the castle map by the defender at the start of the game, and moved around the map as the game progresses. The positions of counters show where models are within the castle itself. Models may be placed on the castle as appropriate, but it is not strictly necessary for all the models to be in full view of the enemy all the time.

There are two reasons why we use a castle map instead of placing models directly on the table.

Firstly, it is well nigh impossible to place models on the castle model in all the places they are able to get to; inside towers, for example.

Secondly, troops in the castle are not always in sight of the besiegers. If the besiegers can't see them, then the attacking player should not be able to see them - so their positions are recorded on the castle map, but models are not placed on the castle model. Who can be seen, and who can't, is dealt with in the section on *Awareness* later on.

Troops not placed on the table because they cannot be seen are referred to as *concealed*. Troops visible to the enemy are referred to as *exposed*. This is an important distinction in the game, and one we shall return to in a moment.

THE GM'S CASTLE MAP

The GM's castle map is also referred to as the *Master Map*, because it records the positions of any attackers in the castle, as well as all defending troops. The defender's castle map only records the positions of defending troops. If any discrepancy or disagreement arises, the Master Map should be taken as accurate - so the GM must take great care to update it accurately during the game.

COUNTERS

The *unit counters* at the back of the book are used to record the positions of models on the castle maps. Each counter has a large number (1-10) and a small number (1-4). The large number is the number of the unit, and the small number is the number of models represented by the counter. One side of the counter is used to represent attacking forces, and the other to represent defending forces. So the counter illustrated here represents 4 models from unit 1 on the defending side.

The defending player must keep notes of what troop types each of his counters represents, and the GM must keep track of both sides. For example, unit 1 on the attacking side might be armoured Orcs, while unit 1 on the defending side might be Dwarfs with crossbows; unit 2 on the attacking side might be Orc bowmen, while on the defending side they might be Dwarven heavy infantry, and so on.

When placing and moving counters on either of the castle maps, great care must be taken to ensure that they are the right side up - it can cause endless confusion if defenders sudenly turn into attackers or vice-versa!

For the siege game, units of not more than 12 troops are convenient. A unit may be divided between several counters in a convenient way - three 4s, four 3s, or two 3s and three 2s for a unit of 12, for example. A single counter may only represent troops belonging to the same unit.

As units sustain casualties, become spread out, or regroup, counters may be replaced as appropriate. For example, if a group of four troops sustains a casualty, the '4 model' counter is replaced by a '3 model' counter. Always make sure that the unit number remains the same, and that the unit's strength is correctly represented by the counters on the castle map.

Character models, equipment and other special features should be represented by their own individual counter. You can use the blank counters for this, as well as for making any extra troop counters you may need.

MAP TO TABLE MOVES

The disposition of counters on the castle map and models on the tabletop both represent what is happening inside the castle. As the game progresses, models and counters are moved together. The GM must make sure that the Master Map and the position on the tabletop agree. As a model or group of models is moved, the counter representing it is moved accordingly.

If a model is *concealed*, it is only represented on the castle maps. It is still assumed to be present on the tabletop, but the model is not placed on the tabletop until it becomes *exposed*. Concealed troops cannot be engaged hand-to-hand, but are still vulnerable to fire from siege engines, collapsing masonry, and so on.

If a previously concealed model becomes *exposed* (see below for full definition) the model must be placed on the table. Sometimes it is not physically possible to place models on the table - inside a tower for example. In this case, the GM must inform the players that the models are present and exposed.

If a previously exposed model becomes *concealed* (see below for full definition) the model may be removed from the table if the player wishes. It does not have to be removed from the table if the player wishes to leave it there. Sometimes, there is little point in removing *concealed* models, and if you find it more convenient, you should leave them in place.

CONCEALMENT AND EXPOSURE

Concealed troops are troops which *could not* be seen by any enemy, if the situation on the tabletop were real.

Exposed troops are troops which *could* be seen by any enemy, if the situation on the tabletop were real.

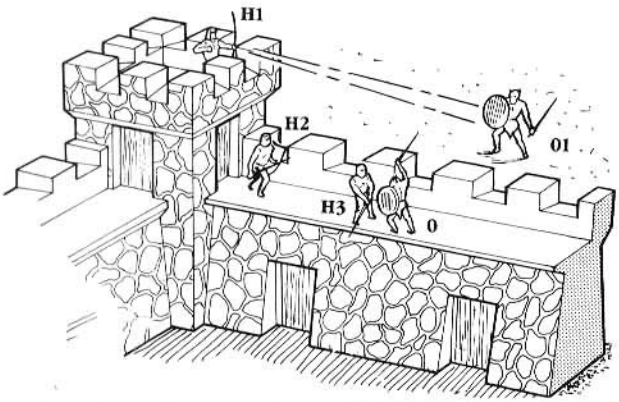
The GM should decide which troops are concealed and which exposed. The following guidelines should be borne in mind, but the ultimate arbiter should be the GM's common sense.

1. All models inside the castle are normally concealed from troops at ground level outside the castle. However:

1a. Defenders firing missile weapons in their turn are exposed throughout the attacker's next turn.

1b. Defenders moving into a rampart or battlement section/level during their turn are exposed throughout the attacker's following turn.

1c. All troops engaged in hand-to-hand combat along ramparts or on battlements are exposed.



Unit H is exposed because it is shooting. Unit H2 is exposed because it has just moved into a rampart section/level. Unit H3 is exposed because it is engaged in hand-to-hand combat on a rampart.

2. Aerial models at height bands higher than ramparts or battlements can see all troops on those ramparts or battlements as well as troops in the courtyard.

3. All models occupying the same section/level can see each other.

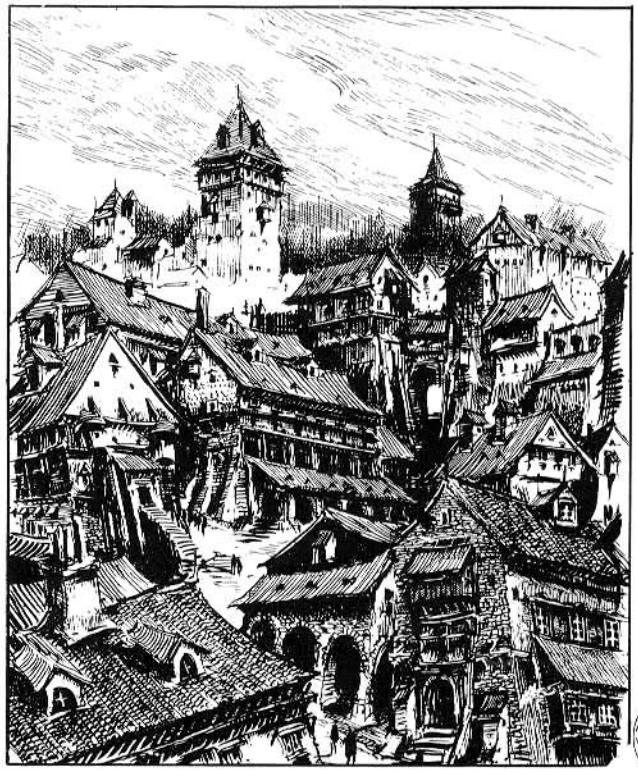
4. Models occupying the battlements of a tower can see troops on ramparts below and in the courtyard.

5. Models occupying ramparts can see other troops on ramparts and troops in the courtyard.

6. Models in the courtyard can see each other as well as troops on the ramparts. They cannot see troops on the battlements of towers, unless these troops are moving, fighting or firing (see 1a-c above).

Why Conceal?

Concealed troops may be removed from the table, allowing the player to move them secretly. Concealed troops may not be seen, and may not therefore be targetted by missile fire (although they may be hit as a result of siege engine fire directed against a section/level - see *Siege Engines*, p61).

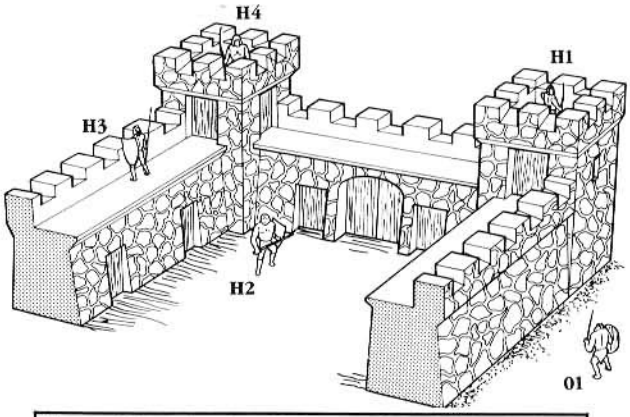


AWARENESS

In some cases a player should be informed that enemy troops are present, even though they are concealed. For example, if defenders are occupying a rampart, one would expect to see the occasional glint of a helmet or spear-point, and so on, even from ground level. These troops are still concealed; models representing them do not need to be placed on the table, and cannot be fired at. However, the besieging player should be informed that the section/level is 'occupied', although it is not possible to tell the type and number of the concealed troops.

This is called *awareness*, and allows the attacker to form some idea of roughly where enemy troops are. As with concealment and exposure, the GM is the ultimate arbiter of the awareness rule, but the following guidelines should be borne in mind:

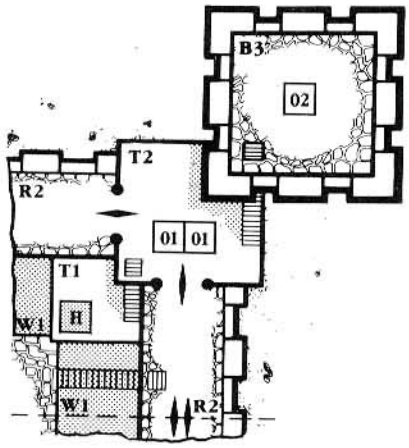
1. If a rampart or battlement is occupied by concealed troops, enemy troops outside the castle but, within 24 inches will be *aware* of them *provided that they have a clear line of sight to the battlement or rampart.*



The attacking unit or Orcs 01 is aware of the defending unit H1 but is not aware of H2, H3, or H4 because it cannot draw a clear line of sight to them - the wall in front of 01 obstructs the line of sight.

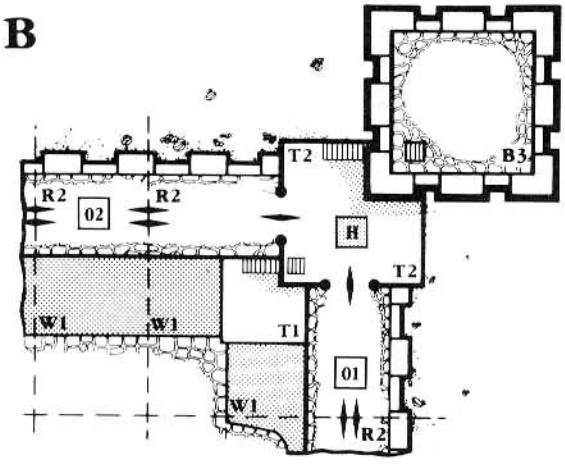
Awareness of adjacent section/levels

A



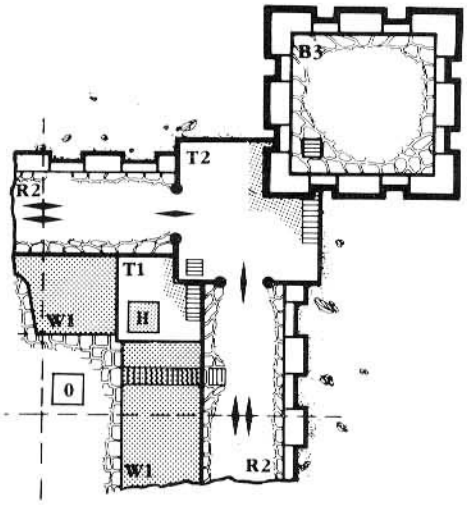
In **A**, the attacking unit of Orcs (**01**) and the defending unit of Humans (**H**) are *aware* of each other, since both units are in the same tower, and the section/levels they occupy are connected (by stairs). Unit **H** and unit **02** are not *aware* of each other.

B



In **B**, units **01** and **H** are *aware* of each other, but **02** and **H** are not.

C



In **C**, units **H** and **0** are not *aware* of each other, since although they occupy adjacent section/levels, there is no connecting door/passageway.

2. Troops actually *inside* a castle or courtyard section/level will be *aware* of enemies in any adjacent and connected castle section/level, even though they could not theoretically see them. This does not apply to troops in adjacent section/levels which are not connected by doors, stairs, ladders, and so on.

For example: troops in level 1 of a tower will be aware of enemy troops in level 2, but not level 3.

Troops on a rampart section/level will be aware of enemy troops in an adjoining tower section at the same level, ***but only*** *if there is a door/passageway between the two.*

Troops in a courtyard section will be aware of any enemy troops in an adjoining tower/section level, but only *if there is a door/passageway into the tower from that courtyard section.*

ADJUDICATING AWARENESS AND CONCEALMENT

The GM must use the Master Map to make judgements about concealment, exposure and awareness, informing players if their troops become *aware* of a concealed enemy. This may be done openly, or by passing notes, as preferred.

If the attacker is *aware* of concealed troops on a rampart or battlement, it is often convenient to place a token of some kind on the rampart or roof section. We have provided some 'Occupied' counters for this purpose, and you can make some more using the blank counters if you need to. As with the troop counters, you must take care to place these with the appropriate side face up.

MOVEMENT IN THE CASTLE

WHEN MODELS MAY BE MOVED

Movement takes place simultaneously on the tabletop and on the castle map. Remember that models move at the same time as the counters representing them; we shall refer throughout this section to the movement of *models*, but we mean models *and* counters. If troops are concealed, of course, it may only be necessary to move counters on the castle map.

Counters and models are moved during their side's movement phase, just as in standard *Warhammer Fantasy Battle* rules. There is no reserve phase in the siege game, and units may never make a reserve move. Special rules dealing with large humanoids (such as Ogres and Giants) can be found on p50.

OCCUPATION OF SECTION/LEVELS

Because the space within the castle is restricted, there are limitations on the number of models which can be placed in a particular section/level.

Tower or **Gateway** section/levels may contain up to 8 models from each side at any time. This gives a maximum of 16 models, but no more than 8 from each side. This difference from the rules on buildings in *Warhammer Fantasy Battle* is simply to accomodate the size of the *Mighty Fortress* set.

Rampart section/levels may contain only 4 models from either side at any time. This gives a maximum of 8 models, but no more than 4 from either side.

Since a model's frontage is irrelevant in the siege game, it is acceptable to position the figures so that bases overlap.

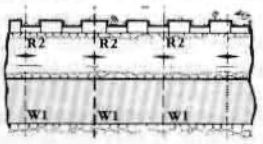
MOVEMENT

Horizontal Movement

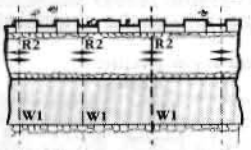
A model's **M** score is not used in the fortress, and models may move from one section/level to any *connected* section/level during their side's movement phase. This is as far as any model may move, regardless of its **M** score.

Horizontal connections are shown on the castle map by connecting lines, which may be single, double or triple.

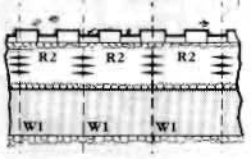
A single connecting line allows up to 4 models to move between the section/levels in one movement phase.



A double connecting line allows up to 8 models to move between the section/levels in one movement phase.



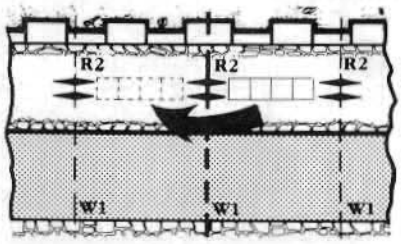
A triple connecting line allows up to 12 models to move between the section/levels in one movement phase.



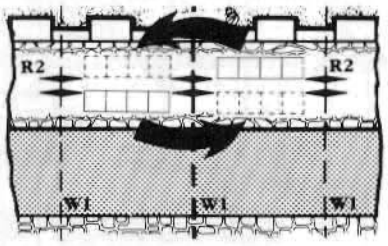
Note that the connecting lines define the total number of models able to move between adjacent connected section/levels, *irrespective* of the direction of movement.

Movement Restrictions

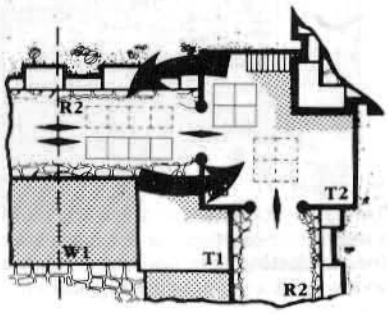
In one movement phase, the 4 models may move from one section/level to another...

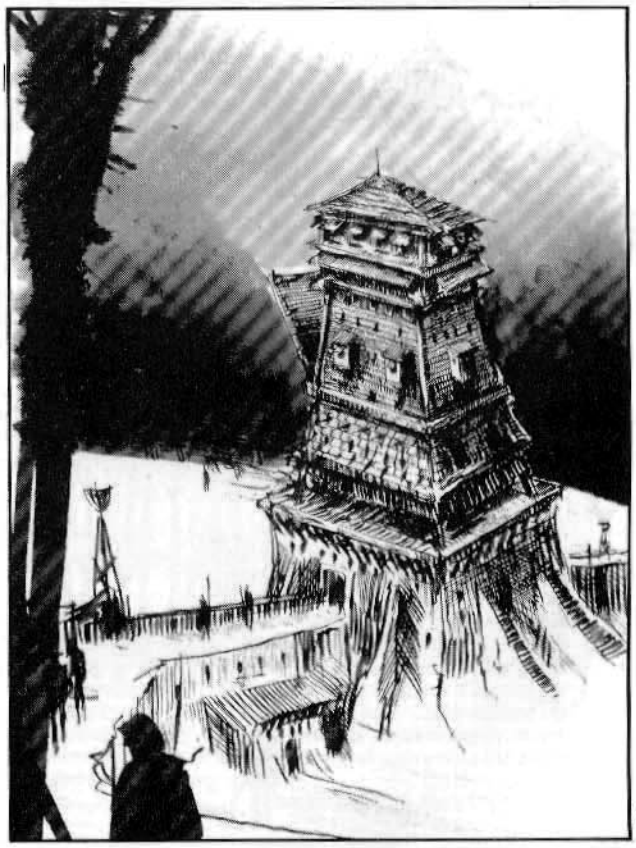


Or four models may move each way, so that a *total* of 8 models have moved along the connecting lines...



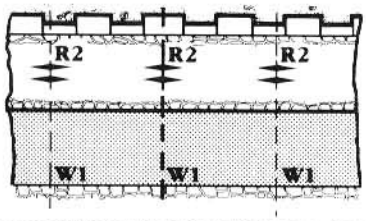
It is not possible in this case, however, to move 4 models one way and 4 the other. No more than 4 models may use a single connecting line in any movement phase.





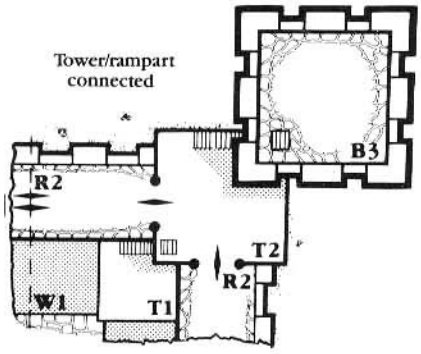
Moving Along Ramparts

Models may move from one rampart section/level to an adjacent rampart section if they are joined by a connecting line. The number of models able to move from one section of rampart to another is limited by the type of connecting line (single, double or triple).

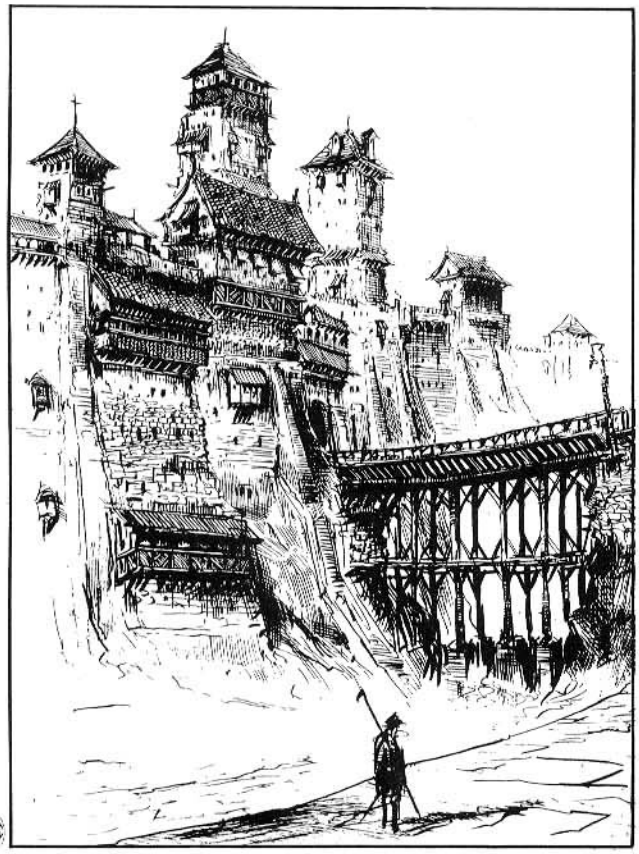


The double connecting line here shows that up to 8 models may move between the two section/levels in any movement phase.

Moving Between Ramparts and Towers



Towers are connected to adjoining ramparts via a doorway. This is usually represented on the castle map by a single connecting line, indicating that up to 4 models may move through the doorway in any movement phase.



Moving Between the Tower and Courtyard

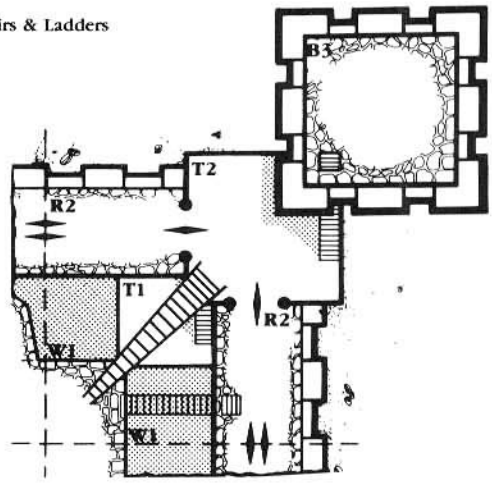
The tower has two doorway cut-outs in its bottom level. These represent doorways in the same way as the cut-outs in level 2. However, with the castle set up in the Border Fortress shape, these doorways are obscured by the ramparts on either side. If doorways are obscured by ramparts in this way they are ignored and do not provide access.

Some castle arrangements allow these doorways to be used, in which case they permit entry into the bottom level of the tower (T1) from the courtyard.

Vertical Movement

Models may move between any two section/levels joined on the castle map by a stair or ladder. Section/levels are joined if the stair or ladder symbol begins in one and ends in the other - it is possible for a symbol to begin in level 1 and end in level 3, by-passing level 2 altogether. Irrespective of where is begins and ends, a stair or ladder may be climbed during a single movement phase.

Stairs & Ladders



Stairs link **T1** and **T2**, **T2** and **B3**, and **R2** and the courtyard. It is possible to go from the courtyard to **T2** via the ladder - but not to **T1**, since the ladder does not end in **T1**.

A stair or ladder allows up to 4 models to move between the two connected section/levels in the movement phase, exactly like a single connecting line. It is possible for section/levels to be connected by 2 stairs or ladders, in which case each stair or ladder enables 4 models to move up or down.

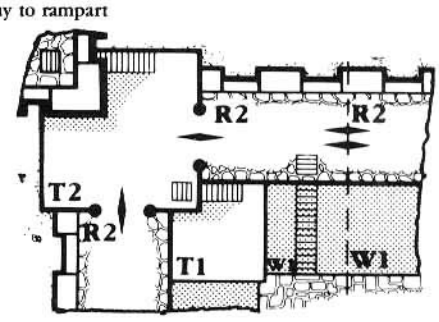
Moving Between the Rampart and Courtyard

Stairs

Models on a rampart section may move into a courtyard below if there is a stair symbol connecting the rampart and the courtyard on the castle map. Models are removed from the rampart, and placed in the courtyard section below.

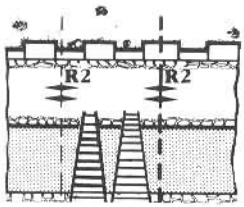
Models in a courtyard section may move up onto a rampart section/level if they are connected by a stair. The models are removed from the courtyard and placed on the rampart.

Stairway to rampart



Ladders

Ladders may be used to move between a courtyard and rampart in exactly the same way as stairs. Up to 2 ladders may be placed against a single rampart section at once, and 4 models can use each ladder in any movement phase.



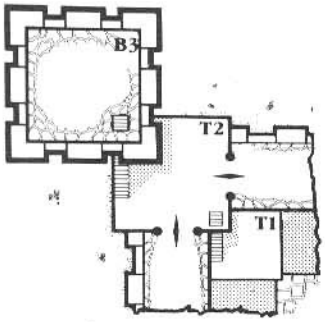
Rampart with ladders

Moving Between Tower Levels

Models may move between tower and/or battlement section/levels if they are connected on the castle map by a stair or ladder.

Stairs

Up to 2 stairs may connect two section/levels, affording access by up to 8 models per movement phase. However, a single stair is more usual, permitting 4 models to move between the two section/levels per movement phase.



Stairways in tower

Section/levels may be connected by a ladder, indicating the presence of a ladder and trap door. A ladder may be withdrawn, denying access to the level above as discussed later. **Note:** It is not possible for more than 1 ladder to connect two tower section/levels.

Courtyard Movement

A Courtyard section is treated exactly like a castle section/level in most cases. No more than 8 models from either side may occupy a single courtyard section, and no more than 8 models may move between two courtyard sections during the movement phase. There are a few special rules governing courtyard movement:

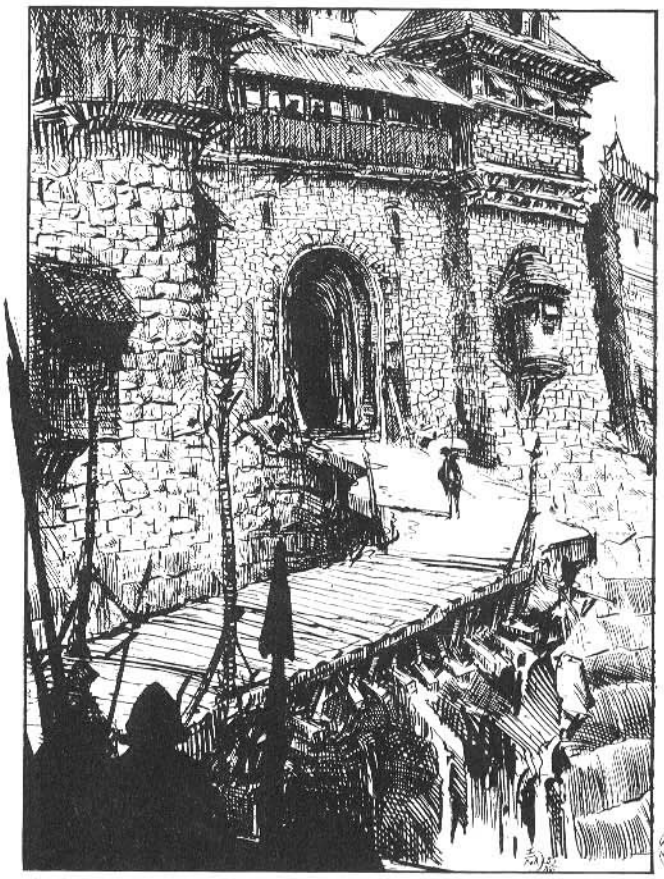
Courtyard Movement

Because courtyards are quite open compared to castle section/levels, it is possible for some troops to move faster than the normal 1 section per turn. Models with a movement allowance of 6″ or more may move *two* sections at a time, so long as their entire movement begins and ends in the courtyard. They are still restricted by the usual occupation maximums and unit cohesion rules (see below).

There is no need to divide the space within the castle *model* into sections - although you may do so if you wish. Models should be placed in any convenient way that clearly shows which section they are in according to the castle *maps*.

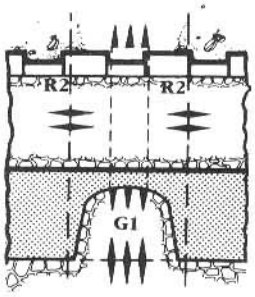
Moving Through Gateways

The section/level containing the tunnel between the outside and inside of the castle is referred to as the *gateway*, and represented on the castle map by the code G1. Troops wishing to move into or out from the castle via the gateway must first move into the gateway section/level.



Because the gateway is quite wide, it is connected to the courtyard and outside by a triple connecting line. This indicates that up to 12 models may pass into or out of section/level G1 during the movement phase.

The castle's gate prevents enemy troops moving into the gateway from outside. Gates are large and heavy, and opening or closing a gate requires 2 models. In order to open or close a gate, troops must begin their movement phase in the gateway section/level and may do nothing else that turn. Opening or closing the gate takes a full movement phase, and no models may move through the gateway on a turn in which the gate is being opened or closed.



Gate section on the map

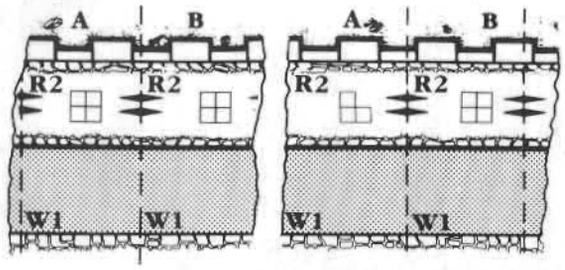
"Marktag, 2nd Pflugzeit 2399. As we were warned, the orcish host arrived before the walls of Zakgrape this morning. They have plundered the countryside here about, and will now - surely - attack this castle. I count there to be at least 500 of them, not including camp followers. My defenders number about 200, although I shall press some of the women and old men into service if required. This morning, the orcs have contented themselves with pillaging the village outside, though they mounted a strong guard beyond the gate to prevent us making an ill-advised sally. I have ordered my men to maintain a high visibility, so that our numbers appear greater than they are, and have kept my strongest numbers on the south gate and in the flanking towers."

Journal of Ilich Meinbach, p 19

MOVING INTO OCCUPIED SECTION LEVELS

Models may not move into or through a section/level that already contains its full quota of friendly models.

Occupied section/levels

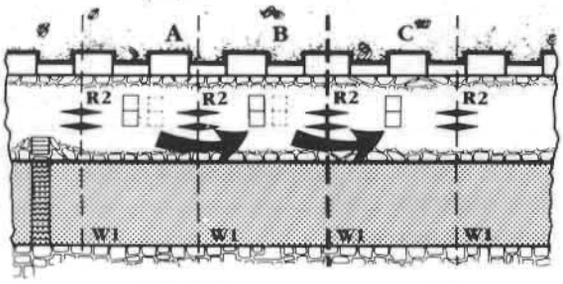


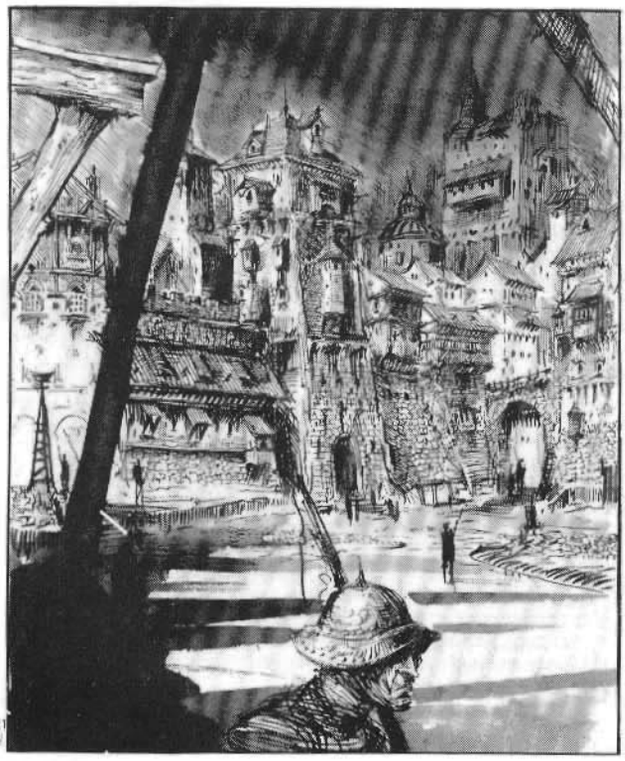
Both rampart section/levels contain their maximum of 4 friendly models, so no friendly troops may move between the two.

One model may move from section/level **B** to section/level **A**, but no models may move from **A** to **B**.

Models may move out of a section/level during the movement phase in order to make way for others.

2 models move from **B** to **C**, so that 2 models from **A** can move into **B**.





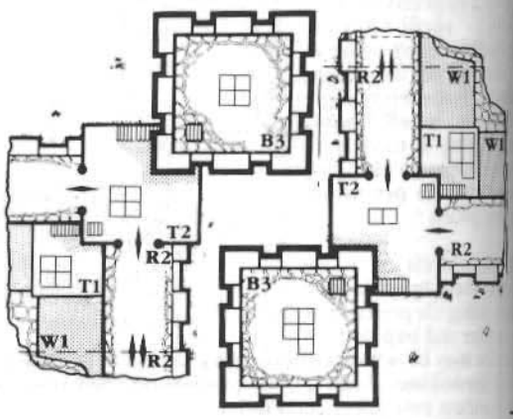
UNIT COHESION

Models defending a castle or other fortification are organised into units, just like normal *Warhammer* armies. In theory, units can be of any size, but you will find that between 4 and 12 models is most convenient.

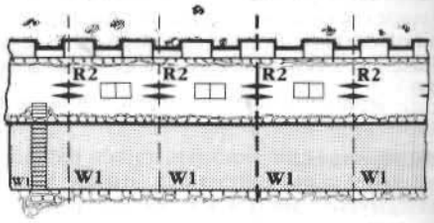
In standard *Warhammer Fantasy Battle* games, units must remain in strict formation. This is called unit coherency. In the siege game, it is not essential for troops inside a castle or other fortification to maintain such a strict unit coherency and there is no need for models to be in base-to-base contact. However, a new set of restrictions applies:

1 Members of a unit may occupy any number of adjacent and connected section/levels, so long as there is free access between them. It does not matter how many models occupy each section/level so long as there is at least one.

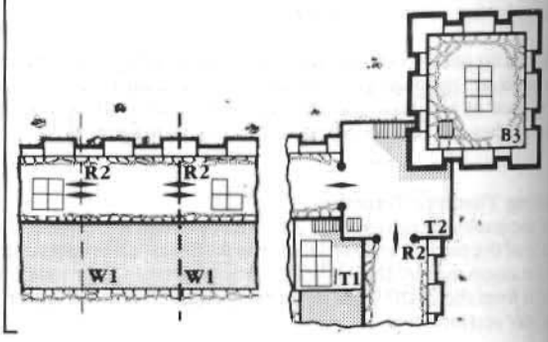
For example, a unit of 12 models may occupy a single-section three-level tower, with 4 models in each level, or 5 in levels 1 and 3, and 2 in level 2



A unit of 6 models may occupy a three-section stretch of rampart with 2 models in each section. The models are simply spread evenly along the rampart

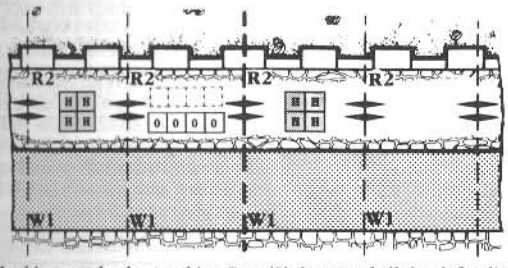


Units are not allowed to split up - there must be no gaps.
Both the positions are illegal because they leave a gap in the unit



2 Sometimes, gaps may appear in a unit owing to casualties, building collapse or some other cause. When this happens, a player *must* move models to conform with the rules as soon as possible. The GM may intervene to enforce this rule.

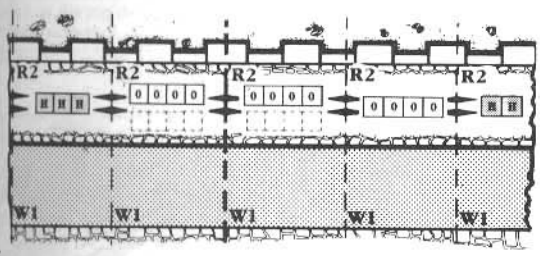
Gap made by casualties



In this example, the attacking Orcs (O) destroyed all the defending Humans in the middle rampart section/level, creating a gap in the defending unit (H). In his next movement phase, the defending player *must* move at least one model into this section/level to maintain unit cohesion.

In some cases, it may be impossible to close a gap. If this happens, the whole of the split unit is unable to move in the following turn (apart from compulsory movement such as follow-ups and push-backs). After spending one turn stationary, the unit is considered permanently split, and is now treated as two separate units.

In the example below, the attacking Orcs (O) destroyed all the defending Humans in the three middle rampart section/levels. It is not possible for the defending player to move his models so that the defending unit H is re-united, so both groups of defending models are unable to move (except for compulsory movement) in the next movement phase, and thereafter they are treated as two separate units.



A player must always re-unite a unit where possible - even attacking intervening enemy units against overwhelming odds if necessary. The only exception to this rule is that split units do *not* have to use ladders to attempt to regroup. Units may only be split when it is impossible to re-unite them, and a player may not choose to keep a unit split under other circumstances. It may be necessary to attack enemy models in order to reunite a unit. The presence of intervening enemy models alone is not sufficient to split a unit permanently. If split units can be reunited in a later turn, the controlling player has the option of doing so, if he wishes.

3 Two or more friendly units may occupy a section/level at the same time, so long as the total number of models in the section/level does not exceed the maximum number of friendly models allowed (8 for a tower, gateway or courtyard section/level, 4 for a rampart section/level).

4 A unit may be divided so that it occupies section/levels of the castle and connected courtyard sections. Courtyard sections are treated exactly like castle section/levels in this respect.

5 Manoeuvre tests are not necessary inside fortifications, since units do not operate in strict formations. For purposes of movement penalties and restrictions, each model is therefore treated as a character. Refer to the *Warhammer Fantasy Battle* rules for full details; the most relevant rules are as follows:

A. Individual models may turn without penalty.

B. The penalties for *difficult ground, very difficult ground* and *obstacles* do not apply if models are within a castle or other fortification.

C. Individual models may always be turned to face an attacker unless they are already engaged in hand-to-hand combat. This overrides all other rules forbidding movement.

MOVEMENT OUTSIDE THE CASTLE

The besieging side starts the game outside the castle. We shall be dealing with how the besieging player arrays his forces later. For the present, we are only concerned with the movement of troops outside the castle.

Measured Movement

The area around the castle is not divided into sections in the same way as the castle and courtyard. Instead, movement is conducted in the same way as in normal *Warhammer Fantasy Battle*. Use a tape or ruler to measure the *movement allowance* of the model or unit.

Unit Cohesion

Models are bound by the special unit cohesion rules already given for troops inside castles. However, because there are no section/levels outside a castle, each model must remain within 2 inches of the nearest member of its unit.

If a unit is divided, with some models inside a fortification and some outside, then at least one of the outside models must be within 2 inches of the occupied section. So long as there is ready access between the castle and outside (via a gate, breach, ladder, etc.) the unit must remain whole. If a ladder is cast down, or access otherwise made impossible, the unit becomes split in the same way as a divided unit inside a castle and may make only compulsory movement next turn.

CHARACTER ASSOCIATION WITHIN CASTLES

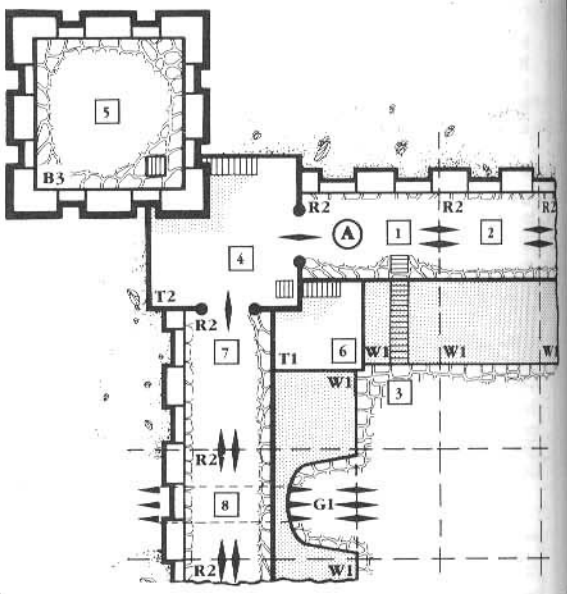
As we have seen, units are far less compact in castles than they are on the battlefield. In the normal *Warhammer Fantasy Battle* rules, a character model must *associate* with a unit to become its leader and pass on its beneficial characteristic modifiers. In the siege game things are a little different.

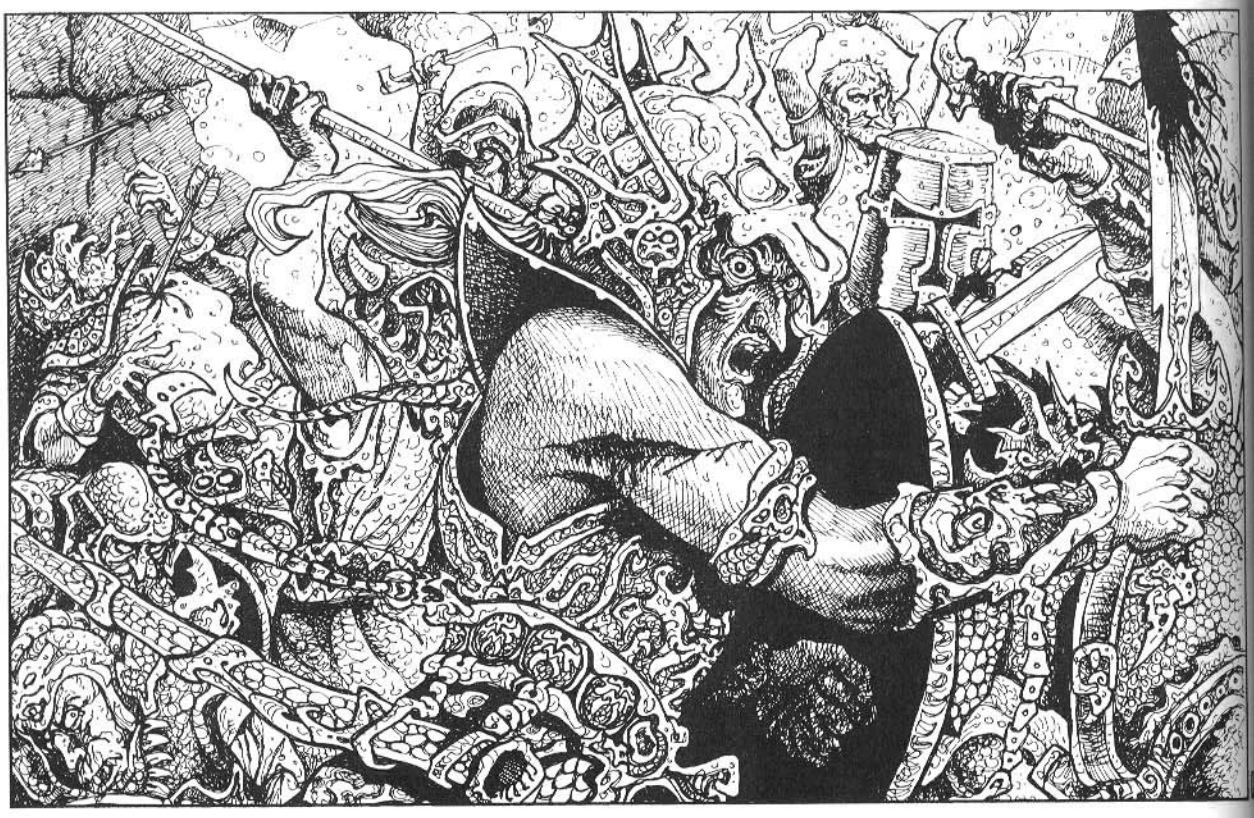
A unit may be led by a character model, may have champions, and may have other associated characters, just as in the normal *Warhammer Fantasy Battle* rules. These models are considered to be members of the unit while they are associated with it, and are bound by the unit cohesion rules given above. However, an individual character model may occupy the same section/level as ordinary troops without associating with them. Such a model is not a member of the unit, and is not bound by the unit cohesion rules.

Members of a unit led by an associated character model will benefit as usual from the leader's characteristic bonuses so long as the model is in the same section/level or a connected one. They do not benefit if the leader is farther away, or is in an adjacent but inaccessible section/level.

All models benefit from the characteristic bonuses of a friendly character model in the same section/level. If more than 1 character model is present, only the highest bonus applies. It does not matter whether the character model is associated with the models in the section/level, the bonuses still apply.

In this example, the character model **A** confers his characteristic bonuses on models 1-4, because he is in the same section/level as model 1 and models 2-4 are in connected section/levels. Models 5-8 receive no bonuses because they are not in connected section/levels. Model 1 would receive bonuses from model **A** even if the character were not *associated* with the unit (see **WFB**, pp92-3), because the two are in the same section/level.





COMBAT IN THE CASTLE

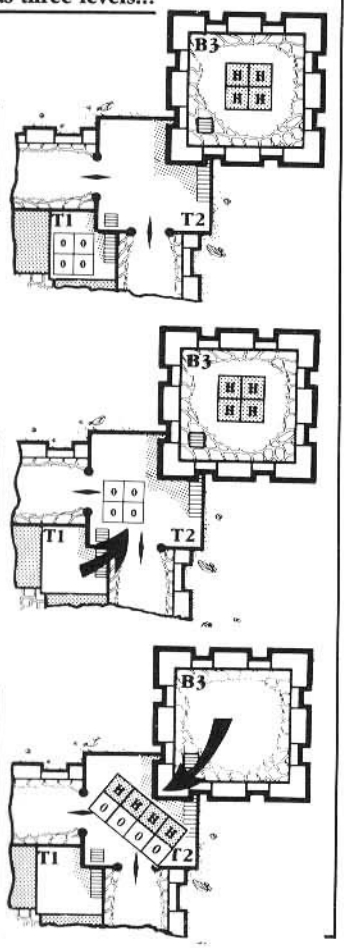
As we have seen, either side may place up to 8 models in any one section/level (4 in the case of ramparts). This means that in the heat of battle, a single section/level may contain up to 16 models, 8 from each side! Even though this is a reduction from the rather abstract building rules in *Warhammer Fantasy Battle*, it may still seem rather a lot, but it is a convenient way of representing the gradual displacement of one side by another. It is not necessarily the case that all 16 combatants are within the same room at the same time. Imagine how some models cram in, whilst others are slain or forced out of the section during the confusion of the fight.

INITIATING COMBAT

Charging

Models may not move into a section/level that contains one or more enemy models except by *charging*. Just as in normal *Warhammer Fantasy Battle*, a charge may only be made by troops attempting to initiate hand-to-hand combat. In the main game, a *charge* move is double the normal movement distance, but inside buildings and along ramparts a charge move is exactly the same distance as any other move. This is because it is difficult to run around inside a building, or along a narrow, treacherous rampart.

For example, the tower has three levels...



In the bottom level are 4 Orcs, the second level is empty, at the top there are 4 Human archers.

The Orcs move up 1 level during their turn, placing them on level 2.

In their turn, the Human archers charge down into level 2. A round of combat is fought in level 2 between the charging archers and the Orcs. You may find it helpful to use floor plans of the interiors of towers to resolve situations like this.

All hand-to-hand combat is initiated by a charge. Troops may charge from a section/level to any connecting section/level. Troops may not move into an adjoining section occupied by enemy *except* by charging and thereby initiating hand-to-hand combat.

Charging in a Courtyard

A charge move made within a courtyard may cover twice as many sections as normally allowed, provided that it takes place entirely within the courtyard.

Charging through Gateways

When a gate is open or breached, models may charge through it as if it were a courtyard space.

HAND-TO-HAND COMBAT INSIDE CASTLES

Hand-to-hand combats are resolved using the normal *Warhammer Fantasy Battle* combat system, with a few modifications:

Engagements

Models fighting in hand-to-hand combat are said to be *engaged* or taking part in an *engagement*. These words have specific meaning within the game.

Each section/level is considered to be the site of a separate engagement. For example, if hand-to-hand combat is taking place in two adjacent section/levels there are **two** engagements.

Once an engagement has begun, further models may join it during subsequent turns. Troops may be forced - or may choose - to retreat from an engagement, as described later. An engagement lasts until one side is destroyed or retreats, routs or retires as described later. Models may attempt to *block* tops and bottoms of ladders and stairs, as well as doorways (see p38)

Who Fights?

All models in a section/level are eligible to take part in hand-to-hand combat. For example, if a section/level contains 8 Orcs and 8 Humans, the fight is worked out as 8 Orcs versus 8 Humans. If a section/level contains 1 Orc and 8 Humans the fight is worked out as 1 Orc versus 8 Humans (unlucky Orc!). Base sizes and base-to-base contact play no part in combat inside building or rampart section/levels.

Split Units

If a unit is split over two or more section/levels, unit cohesion must be maintained even when a hand-to-hand combat engagement is taking place in one of them. The use of card floorplans can be of invaluable use here.

Fresh Troops

Fresh troops may charge into an engagement during subsequent movement phases so long as the normal limitation on the number of individuals present is complied with (a maximum of 8 on either side in towers, and 4 on ramparts).

Disengaging

Troops may be moved out of an engagement during their movement phase **unless** they lost the previous combat round (see *Who Wins?* p24). Troops moving out of an engagement are said to be *retiring*. Retiring troops must obey the normal rules for movement. Retiring troops may *not* move into a section/level occupied by enemy troops.

Modifiers

Weapon Modifiers

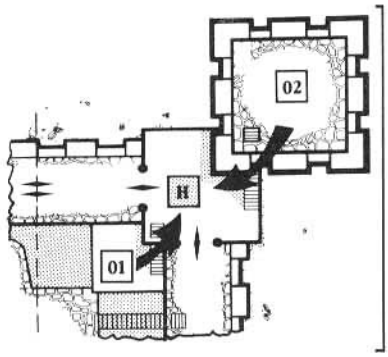
No weapon modifiers are applied when troops are fighting inside castles. The most useful weapon for warfare of this kind is a short sword, axe, club or other hand-weapon, and it is assumed most troops carry weapons of this kind irrespective of other weapons represented on the model. Some weapons are useful for breaking down doors, as discussed later. Normal weapon modifiers apply when fighting in courtyards and outside the castle.

To Hit Modifiers

When fighting in a castle or other fortification, only the following 'to hit' modifiers apply. Normal 'to hit' modifiers apply in courtyards and outside the castle.

+1 Advantage of ground: This can be claimed by any troops being charged from a lower level that turn. It does not apply to troops charging from a higher level or during subsequent rounds of hand-to-hand combat.

In this example, the defending unit of Humans (**H**) is being charged by the two attacking units **01** and **02**. **01** is charging from a lower level, so unit **H** gains a +1 to hit bonus against **01**. **02** is attacking from a higher level, so H gains no bonus against that unit.



+1 Winning: This bonus is added to all 'to hit' rolls made by a side which won the previous round of the engagement (see *Who Wins?* below).

Psychology: All modifiers for psychology also apply: *frenzy*, for example.

Charging: Note that troops do **not** receive a bonus for charging. It is considered that there is insufficient space or time for troops to gain any impetus when charging, or to benefit from such impetus within the confines of a castle.

Combat

Normal **Warhammer Fantasy Battle** rules are used for initiative, striking blows and working out damage. Note that weapon modifiers do not apply when fighting inside the castle. Once damage has been calculated, make saving throws and remove casualties as normal.

Who Wins?

To work out which side has won the combat round, add up the number of models killed on each side. The side which has caused more casualties has won.

If both sides have caused the same number of casualties, they both **hold**, and neither side has won. All surviving models are left in place. Note that this differs from the normal *Warhammer Fantasy Battle* rules - it is the number of *individuals killed* that is considered, not the number of wounds caused. As some individuals are able to sustain several wounds, this means a large or powerful creature is far more difficult to shift than it would be in a *Warhammer* field battle.

RETREATING, RETIRING AND ROUTING

The words *retreat, retire* and *rout* are used in very specific ways in these rules, so you should be sure that you understand what each term means and not confuse them with each other.

Retreats are made immediately after a combat round is finished. Models are restricted in exactly the same way as during the *movement phase.*

Retiring troops are those who are moving out of an engagement during their *movement phase.* They have *not* been forced to retreat, and they have *not* been routed - they are simply moving out of the engagement.

Routs in the siege game are handled a little differently from the normal *Warhammer Fantasy Battle* rules. The **Ld** test described below (under *Trapped Models*) applies *only* to models in the same engagement. It does **not** apply to the whole unit, unless the whole unit is engaged in the same section/level. A unit may be involved in a fight which spreads over 3 section/levels, and may be obliged to take three **Ld** tests, possibly with different results. It is therefore possible for some members of the same unit to rout whilst others fight on.

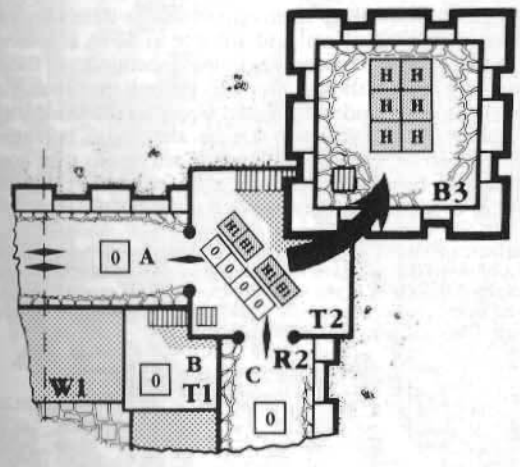
Retreating

If a side has lost a combat round, it must normally **retreat** from the engagement as soon as the combat round is over. The player may choose to have them hold their ground, as described below.

In order to retreat, troops must be able to move into an adjoining section/level to their rear, or above or below, provided there are no enemy models present. There must be sufficient room in the adjoining section/level (see *Occupation of Section/Levels*, p17). Retreating models are simply moved one section/level immediately after the hand-to-hand combat phase. It is not necessary for all models to retreat to the same section/level, but unit cohesion must be maintained at all times.

Models not Engaged

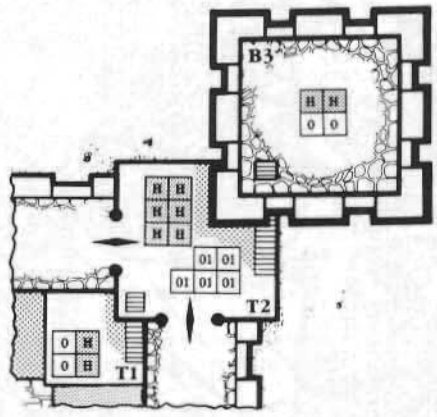
Unengaged models belonging to a unit which is forced to retreat may also retreat if the player wishes - they don't have to. They may do so to allow engaged troops sufficient room to move back, for example.



The defending Humans (**H1**) may not retreat into adjoining sections **A**, **B** or **C**. Since these are occupied by intruding Orcs. Two Humans may, however, move up to section/level **B3**, bringing the total number of defenders in that section/level to its maximum of 8. The remaining 2 Humans are therefore *trapped*.

Trapped Models

Sometimes, not all models on the losing side will be able to retreat from an engagement. This may happen because there is insufficient room for models to move into adjoining section/levels, or because there is insufficient access into adjoining section/levels.



The attacking unit of Orcs (**01**) has been reduced to a strength of 5 models, and must retreat. It cannot retreat up or down, because there are already 2 friendly models in each of the connected tower section/levels, and they are engaged anyway. The single connecting line to the rampart means that only 4 models can go that way. Therefore, one model is trapped.

If it is impossible for **all** engaged models on the losing side to retreat from an engagement, a **Ld** test must be taken. The results apply to **all** losing models involved in the engagement, not just those which can't retreat.

If the test is passed, the losing unit holds its ground. No models retreat, and combat continues normally. The other side is still winning, and receives the +1 bonus in the following round. If the 2D6 roll is a double 1, the troops react to their adverse situation by going into *frenzy*. The effects and duration of the frenzy are exactly as described in the main *Warhammer Fantasy Battle* rules, except that duration is judged by engagement rather than by base-to-base contact.

If the test is failed, troops are *routed*, as described on p26.

Holding Ground

A side which loses a round of combat may choose not to retreat, even though it may be able to do so. The player makes a **Ld** test for all troops engaged.

If the test is passed, the troops do not retreat and hold their ground as described above.

If the test is failed, the troops are *routed*.

More than One Unit In Engagements

Troops from two or more friendly units may sometimes find themselves fighting together in the same section/level. Work out the results of the engagement normally, considering casualties inflicted by each *side* (even though a side may comprise members of several different units). Roll once for the **Ld** test, and apply the result to all the engaged units on the same side. If units have different **Ld** values, this may result in some troops retreating or routing while others hold.

"Remember - when you build a wall to shelter behind, you are also building a trap. If the wall is strong, and flanked by towers, the enemy will be trapped. But if the wall is carried, then the other walls will hem in your defenders, and leave them ripe for massacre."
Magnus the Pious (attributed)

Routing Units

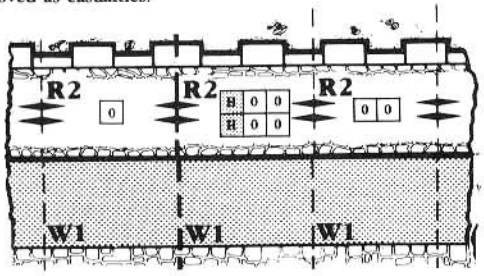
The following special rules apply to routing units:

The Disengaging Move: Models must move at the end of the combat round in which they are routed. This is the called the *disengaging move*, and takes place *before* any retreats. During the disengaging move, routers are moved one section level away from their enemy into an adjoining section level just like a retreat. Normal occupation and access limits apply.

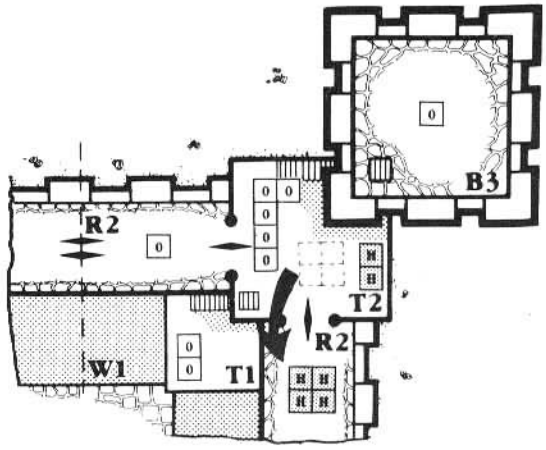
> **Occupied Section/levels:** Routers may not move into a section/level occupied by enemy troops, or into a section/level already fully occupied by friendly models. Non-routing models belonging to the same unit as the routers may *not* move to let routers into a section/level during the disengaging move.

Casualties: Routing models which are unable to leave the section/level are automatically removed as casualties. Troops cannot rout via ladders. Routers do not have to take the same course and may be split over several section/levels.

In this example, the defending Humans (**H**) have been routed. They cannot move into either of the connected rampart section/levels because they are occupied by enemy troops, so the whole unit is removed as casualties.



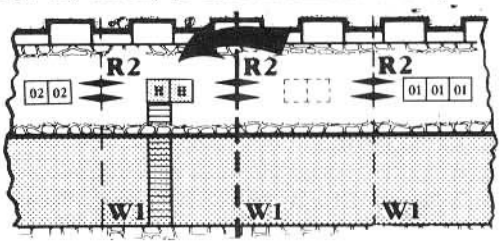
The defending Humans (**H**) have been routed. They have only one line of escape which is not blocked by enemy troops, but the single connecting line means that only 4 models may rout in that direction. Therefore, two models are removed as casualties.



Unit Cohesion: Routers do not have to obey normal unit cohesion rules as regards their parent unit or each other, and so are quite likely to become split units.

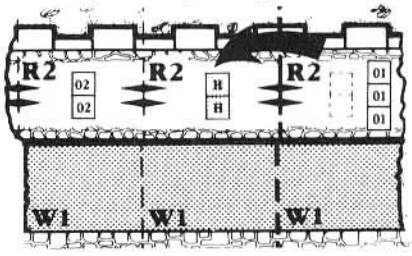
Subsequent Movement: Following the disengaging move, routers are moved during the *movement phase* like other troops. Routers must continue to move so long as enemy models are in a connected section/level (i.e. the routers know they are there because they can either see them or are *aware* of them).

In the diagram below, the defending Humans (**H**) have been routed by attacking unit of Orcs (**O1**). They may not attempt to rally, since they are now aware of attacking unit **O2** in the next rampart section/level. On the next movement phase, they must keep going - and since they may not enter a section/level occupied by enemy troops, they can only go down the stairs to the courtyard.



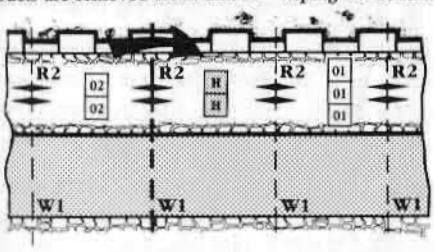
Routers must rout **away** from enemy troops if they are *aware* of them (or can see them) and are able to do so. If routers are not *aware* of enemy troops in adjoining section/level, they may remain stationary, although they may move if the player wishes. If routers are surrounded by enemy-occupied section/levels they are unable to move; they remain stationary, but are still considered to be routing and may not attempt to rally. Routing models may be divided over several section/levels and may continue to divide in successive movement phases.

The defending unit of Humans (**H**) has been routed by the attacking unit of Orcs (**O1**). It can move no further along the rampart because attacking unit **O2** is in the way. Therefore, it must remain stationary in its next movement phase. It is still routing - routing on the spot, if you like - and may not attempt to rally.



Attacking Routers: If troops charge into a section/level containing only routing enemy troops, one routing model is automatically removed for every attacker. This is only likely to happen if routers are surrounded by enemy or movement is restricted.

Continuing the last example, unit **H** is unable to move during its next movement phase. In the attackers' next movement phase, unit **O2** charges the still-routing defenders. There are 2 models in unit **O2**, so 2 models are removed from unit **H** - wiping the routers out.



Rallying

Routing troops may only attempt to rally during the *rally phase* if:

1. They did not move during the last movement phase;

and

2. They cannot see, nor are *aware* of any enemy models in an adjoining, connected section/level.

The player makes a **Ld** test. If this is successful, the troops rally; if not, they continue to rout, and may not fight or use missile weapons. The test may be repeated in subsequent rally phases provided that the two conditions above are met. Modifiers to the test are as follows:

1. If there are non-routing friendly models in the same section/level equal to or more than the number of routing models, add +1 to the **Ld** value.

2. If there are models from several units routing together, some with different **Ld** values, test on the lowest value.

Rallied troops are amalgamated into any friendly unit in the same or a connected section/level. If there are no friends nearby, the rallied models are considered to form a new unit. Each constituent troop type must be represented by its own counter on the castle map.

Access Restrictions in Retreats and Routs

Note that normal access and occupation rules apply during retreats and routs. It is not possible to move models into a section/level in excess of its occupation limit, nor to move more troops through a doorway than indicated on the castle map.

The limits on access between section/levels during the movement phase does *not* affect access during the combat phase, which happens as a result of retreats or routing. However, retreats and routs *do* affect each other.

The sequence of movement is as follows:

Combat Phase - routing units move, then retreating units move;
Movement Phase - normal movement.

A connection may only be used once *per phase*.

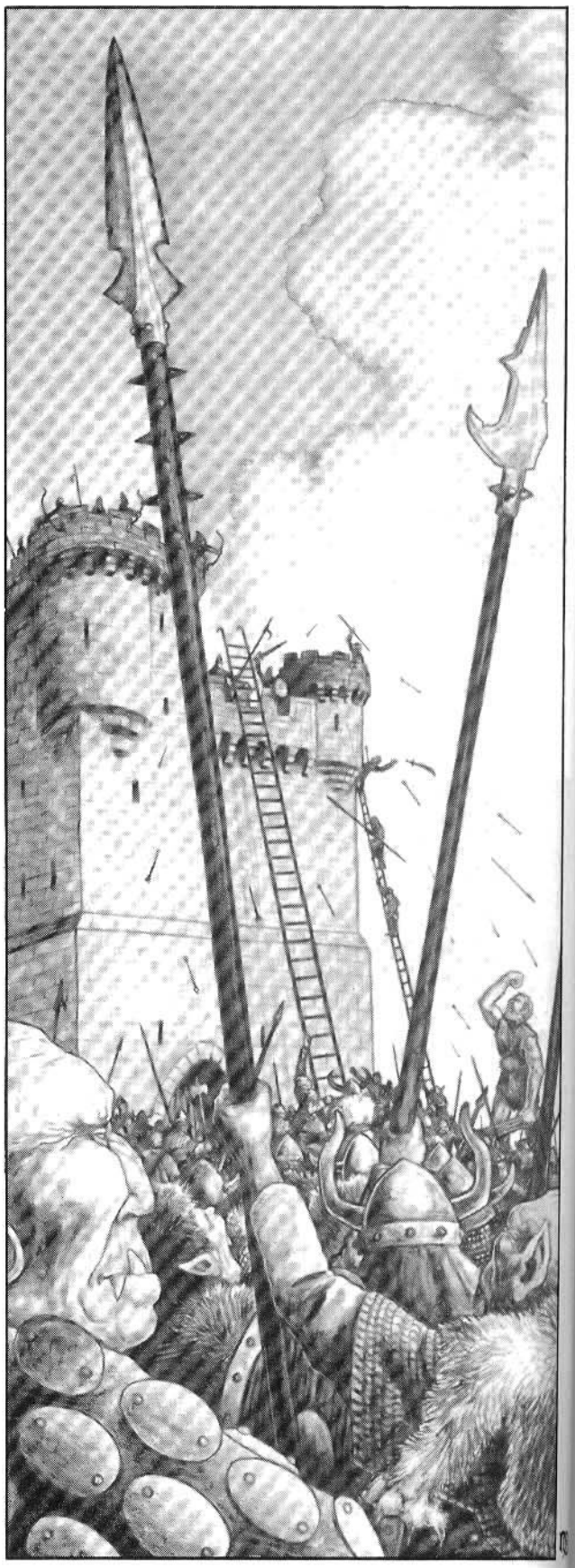
For example, 4 models may pass through a door during the movement phase. This does not affect 4 other models passing through the same door during a retreat or rout. However, If 4 models rout through the door, no models will be able to retreat through it. Routing always takes precedence over retreating.

"Whena you are defending a castillo, retreat issa not a worda you canna use. You still gotta capitulation, surrender, submitta, yield, crappa da pantsa, be a doormat, wava the white flag...."
Marmalodi: ibid, p525-579 and Appendix I

MISSILE FIRE

This chapter deals with light missile weapons used against enemy personnel (e.g. bows, crossbows, slings, spears) rather than missile-firing siege machines such as stone and bolt throwers, cannon and the like, which are directed against the structure itself. The latter are covered in the chapter on *Siege Machines* (page 61).

Shooting is handled in the same way as in the main *Warhammer Fantasy Battle* rules, with a roll to hit and a roll to wound, followed by any appropriate 'saving throw'.



TARGETING

Within a fortification, a unit cannot adopt a rigid formation as it does during a field battle. Instead, units will normally find themselves fairly spread out, and possibly divided over several section/levels. Two or more units may even occupy the same section/level. This makes it impossible for a 'unit' to fire against another 'unit' in the normal *Warhammer* manner.

Troops equipped with bows, crossbows or other missile weapons fire as individuals, and the player rolls 'to hit' and 'to wound' for each model in turn. However, if models from the same unit (or with the same weapons and **BS**) are firing against the same section/level, it is convenient to roll all their dice together.

In a field battle, the target is usually an enemy unit. In the siege game, a target consists of all *exposed* models in a single section/level. There are two important points to bear in mind here:

1. It is not possible to target against *concealed* enemy troops, even if there are both concealed and exposed enemy models in the same section/level.

2. It is possible to be *aware* of enemy troops, but unable to fire on them. Models which are not *exposed* cannot be fired on.

RANGE

A player must declare the target and then measure the range for each shot. Range is measured as the *horizontal* distance from:

1. A firing model outside the castle to the ground level of the section occupied by a target inside the castle.

or

2. The ground level of the section occupied by a firer inside the castle to a target model outside the castle.

or

3. The ground level of the section occupied by a firer inside the castle to the ground level of the section occupied by a target inside the castle.

Vertical ranges are only taken into account if the target is **higher** than the firer. The horizontal measurement is modified by +4″ for every level difference.

The horizontal measurement, modified for level if necessary, is compared to the weapon's range to determine whether the shot is at short, medium, long, or out of range. Missile weapons with a range of 4″ or less, for example, cannot be used against a target on a higher level.

FIRING

'To Hit' Modifers

The normal missile 'to hit' modifiers given in the *Warhammer Fantasy Battle* rulebook are not used for troops firing on enemies in a castle. Instead, use the following cumulative modifiers:

Target section/level protected by parapet: **-2**

Target section/level protected by arrow-slits: **-2**

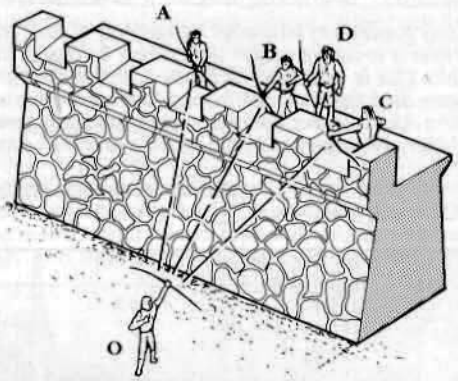
Target section/level over half-range: **-1**

Target section/level contains at least one *exposed* model over 10' tall: **+1**

Who Gets Hit?

Randomised Hits

Each hit is randomised, and may strike any exposed model. Simply count the exposed models and roll an appropriate die, and then count from one end until you reach the number rolled. That is the model that is hit.



Models **A**, **B** and **C** are firing over the ramparts, so they are exposed. Model **D** is not firing, and is concealed (although the attacking player may well be aware of it). The attacking firer, **O**, scores a hit, which might be on any of the exposed models **A**, **B** and **C**. The GM, rolls a D3, and a score of 2 indicated that model **B** takes the hit.

To avoid confusion, it is often clearer if *concealed* models are placed on the inner edge of the rampart, while *exposed* models can even be placed on the crenellations.

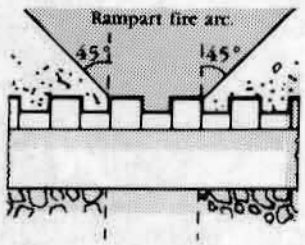
Large Creatures

Large models, such as Ogres, count as several human-sized models, and so are more likely to be hit. See *Large Humanoid Creatures* for details. Note: the +1 'to hit' for a large target applies to all shots fired against that section/level, irrespective of whether they actually hit a large model or a human-sized one. The mere presence of a large creature draws fire, making it more likely that those nearby will be hit.

Ramparts

Shooting from Ramparts

Up to 4 models may fire from a rampart section. Measure the range from the ground level of the section to the target. The fire arc for all weapons firing from a rampart is as shown in the diagram.



Shooting at Troops on Ramparts

Shots fired at models on rampart section/levels suffer a -2 'to hit' penalty, as noted above. Note that models on a rampart must be *exposed* before they can be fired on. See *Concealment and Exposure*, p15 .

"He'd have to be one hell of a shot to get me from - "
Last words of Duke Reinhand of Carroburg

If firing at a rampart from the castle courtyard or a tower battlement, the parapet will provide no cover for the target models, and all fire is resolved as if the target were an unprotected unit in the open. Measure all shots to the ground level of the wall section.

"Backertag, 3rd Pflugzeit 2399. They have made their first assault against the walls, on this second day. Presumably, they wished to check our resolve and test our defences. They will have found both to be ample. Shortly after first light, they came with grapples and ladders against our west wall, while their archers kept up a steady fire from close in. The sun was just rising above the wall, which sillhouetted our defenders against it, and made them targets for their arrows. They attacked the centre of the wall, but our towers are built close enough together that no point of the wall is beyond arrow range, and we kept steady fire against them. A few men were killed by arrows leaning over the battlements to sever the ropes of the orcs grapples, but I ordered them to cease this, and to burn the ropes through instead. The orcs' ladders were useless also, since the ground below the east wall drops sharply away, and they lost their footing easily.

By the end of the attack, perhaps fifteen of the enemy were dead, and more injured besides. We lost just five."

Journal of Ilich Meinbach, p21

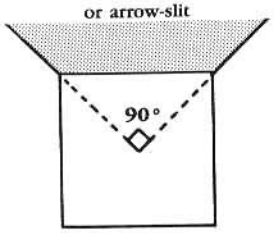
Towers

Shooting from Inside Towers

Troops equipped with missile weapons may shoot from section/levels containing windows or arrow-slits. The towers of the *Mighty Fortress* towers have arrow-slits on the second floor (T2). As always, range is measured from the foot of the tower section, *not* from the opening itself. Up to 4 models at once may fire from a section/level wall pierced by one or more arrow-slits or windows. The presence of arrow-slits or windows on the building is taken to represent a number of arrow-slits or windows, and the *actual* number is not important.

The arc of fire from a window is 90°, regardless of the weapon used. This is measured from the corners of the section, as shown on the diagram.

Fire arc from window or arrow-slit



Shooting at Troops Inside Towers

Troops inside towers may not normally be fired at, unless they have fired through windows or arrow-slits in their last turn, thus exposing themselves to enemy fire.

Troops shooting through arrow-slits are *exposed* during the opposing side's next turn, and it is possible for enemy troops to shoot back at them. The chance of hitting a model protected by an arrow-slit is remote, but it is not entirely impossible.

The 'to hit' modifier remains at -2 (as for models protected by ramparts) but the number of successful hits scored is halved, rounding fractions down. This makes it possible for a rain of arrows to penetrate an arrow-slit even if the **BS** of the firer is fairly average. Increasing the 'to hit' penalty to -3 or more would simply make it impossible for many creatures to hit, rather than cutting down the odds.

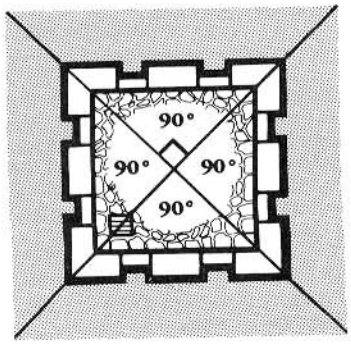
Once the number of hits has been determined, work out damage as normal, randomising hits among the *exposed* models as shown on page 29.

Shooting from Battlements

Troops may shoot from battlement sections in the same way as from ramparts. However, as it is easier to bring a shot to bear from a relatively open battlement, up to 8 models may fire from a single side. The arc of fire is 90° from each side, as shown in the diagram.

Tower fire arcs

Fire arcs from a tower battlement



Shooting at Troops on Battlements

Battlements are assumed to offer the same degree of protection as ramparts, and the rules under *Shooting at Troops on Ramparts* apply with equal force to battlements.

Shooting into the Fortress

Models may only fire into the courtyard if they have a direct line of sight to it; for example, if they are in a rampart or battlement section/level, or flying above the castle, or firing through an open gateway, or in the courtyard themselves. As always, models must be *exposed* before they can be fired at.

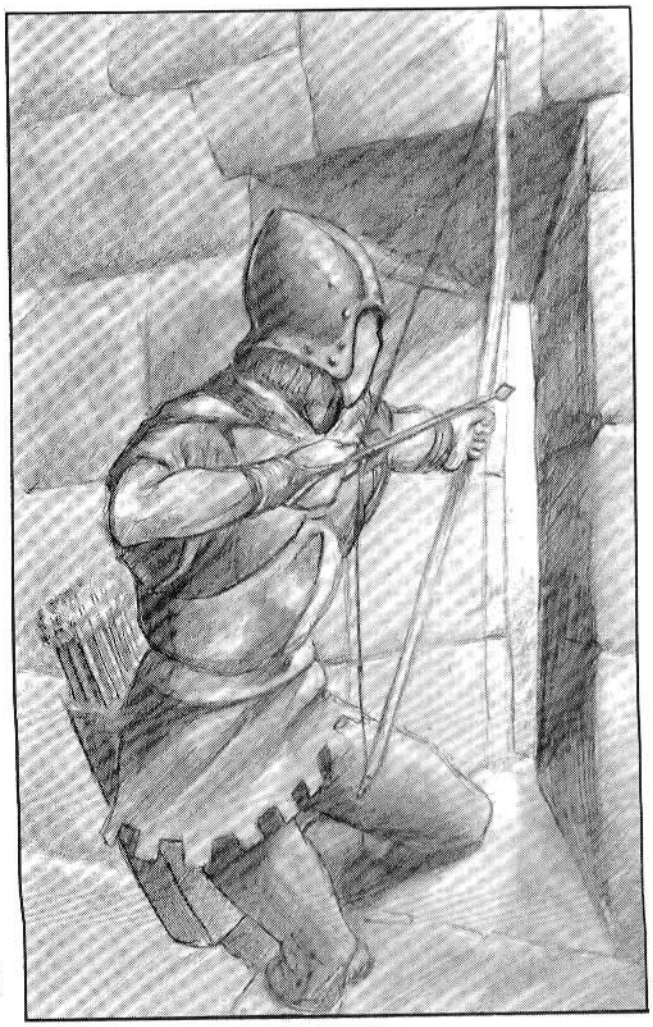
Some types of missile weapon, such as siege engines, do not need to see a target. This is covered in the chapter on *Siege Machines*.

Firing into Engagements

All models engaged in hand-to-hand combat on a rampart or battlement are *exposed*, and may be fired at. Hits are determined in the normal way (taking any cover from parapets into account), depending on the type of section/level involved (rampart or tower). Successful hits are randomised amongst **all** exposed models in the section/level, and may affect troops of either side.

"The only possible way an attacker can carry one of those accursed stone forts is to advance under the heaviest barrage of missiles possible. This is where the elf forces achieved their greatest successes; the defenders, unable to spread out, are ripe for slaughter beneath a cloud of arrows, and cannot deploy much effective missile fire of their own, hampered by the limited arcs of fire within their walls."

Allurlan: Elven War Studies, p3



STRUCTURAL DAMAGE

The first object of the besieger is to gain entry into the castle. This may be achieved by digging tunnels or mines, by assaulting the walls with scaling ladders, by employing magic, or by arranging aerial transport and 'dropping in' unexpectedly. However, by far the most popular method is to break down a gate or a part of the wall.

In order to breach a wall, the besieger may need special war engines such as stone throwers and cannon. Few creatures are large or strong enough to pull down walls with their bare hands!

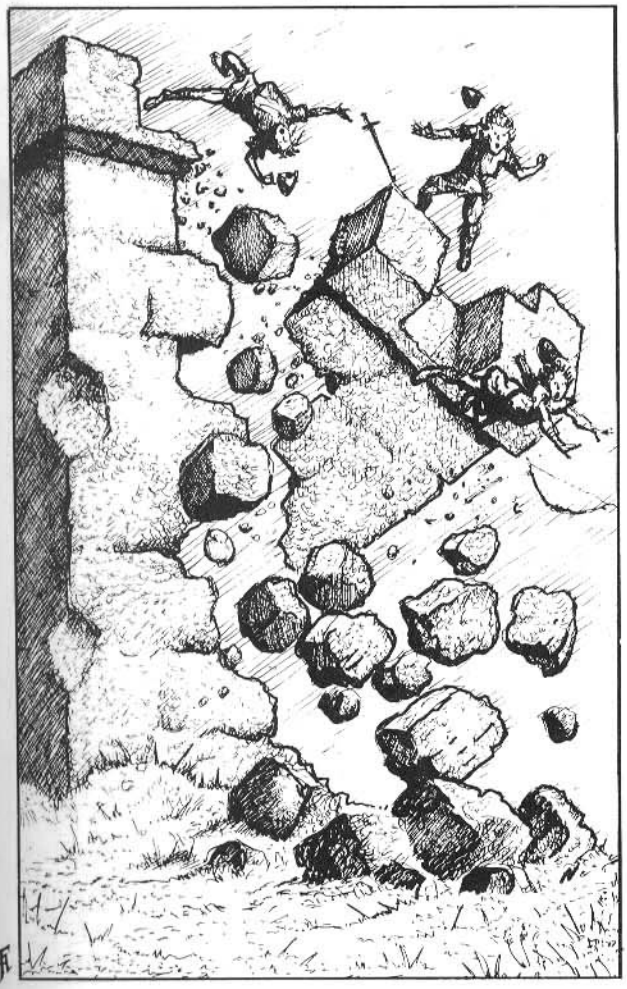
DEFENCE POINTS

Each castle section/level is capable of sustaining a certain amount of damage before it becomes liable to collapse. This is expressed by giving each section/level a certain number of *defence points*.

All building section/levels have defence points, but the exact number depends on how the structure is built. Ordinary houses have a standard value of 6 defence points. Stone-built fortresses are far more sturdy, so we shall assume that *all castle section/levels have 10 defence points.*

Castle Map Symbols

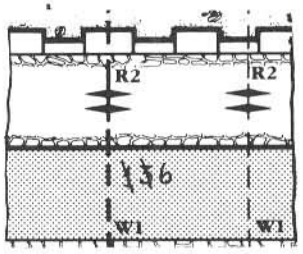
Solid walls are represented on the castle map by the symbol **W**, indicating that it is not possible to occupy the section/level. This is not to say that a box marked **R**, **B**, **G** or **T** is any less resilient - towers were often built thicker than walls, while walls enclosing rooms may also have extra support of some kind.



Recording Loss of Defence Points

Each point of damage caused against a section/level is recorded as a loss of 1 defence point. The defending player and GM must record the loss of defence points on their respective castle maps. Obviously, the two maps should tally, but the GM's map is the Master Map, and is assumed to be correct if there is any doubt. Damage is easily recorded by marking the section/level box as shown.

The wall/section level in this example has taken a total of 6 defence points of structural damage. When it has taken 10 points, it will be breached.



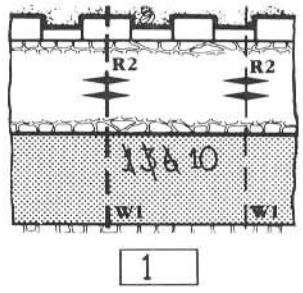
Damage

The procedure for attacking a building structure follows the normal *Warhammer Fantasy Battle* rules. When a hit is scored, the *Strength* of the attack is cross-checked with the *Toughness* of the section/level to discover if damage is sustained. If damage is sustained, the amount of damage is determined and the result recorded on the section/level box. Until a section/level has sustained damage equal to its defence points, it remains intact. Once it has sustained damage equal to its defence points, it becomes unstable and liable to collapse.

Critical Damage

As soon as a section/level sustains damage equal to its defence points, a new box is drawn for the section/level on the castle map. This is referred to as a critical damage box. The GM and player should continue to record further damage in this critical damage box.

The wall/section level from the last example takes a further 5 damage points. This takes it to 11 damage points. Since it only had 10 damage points to start with, the 10 are recorded, and a further 1 point is recorded in the *critical damage box*. All subsequent damage is recorded in the critical damage box.



"Konistag, 29th Pflugzeit 2399. All day long the orcish host has been firing arrows at the towers and walls on the west side, and making small scale assaults against the walls. Then tonight, perhaps an hour before dusk, they launched their hardest assault to date. 200 of their number rushed the north wall with ladders and grapples, another 75 attacked the south gate with a ram. All the while, their archers kept up a hail of arrow fire. Many arrows were fired over the walls, to make transferring our weight from wall to wall hazardous. More were targetted at the defenders of the gate towers and the north wall.

Our own men, firing from the ramparts and the towers, were unable to match the weight of fire, but killed many of the foe. Their worth was shown when the enemy briefly gained the north rampart, where they were quickly cut down. Their most heavily armoured warriors at the south gate were less easily pierced, until the men in the gate towers skewered three with crossbows.

After two hours, the attack ended in the dark. I counted thirty enemy dead, and others were seen to be removed. Five bodies were thrown off the north rampart. Our own losses were sixteen dead, and another twelve wounded, making our total loss of life thirty-eight so far.

Journal of Ilich Meinbach, p 49

Critical Damage Resolution
Critical damage is resolved at the beginning of each turn, regardless of whether it is the attacker's or defender's turn. This means that it may be necessary to test twice during the overall *game turn.*

It is necessary to test individually for each section/level with a critical damage box - even it there is no number in the box yet. If several section/levels have critical damage boxes, the GM should begin with the lower levels and work upwards, giving priority to section/levels with the most damage.

To make the test, the GM rolls a D6, adding +1 to the number rolled for every point of damage marked in the critical damage box. Read the score off on the following table:

Score Result

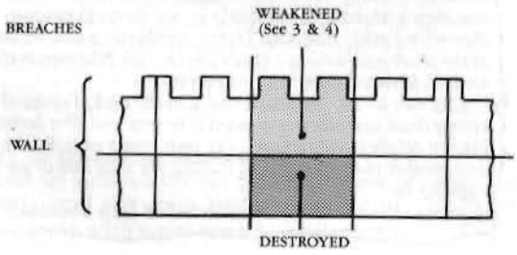
1 **Section/level shaky and unsafe.** Only half the normal number of models may occupy the section/level (2 from either side for a rampart, 4 for any other section/level). If the section/level is occupied by more than this number of models, or if models in excess of this number are placed in it at any time, it will collapse immediately (see **5**, below). The normal -2 shooting 'to hit' modifier for walls and towers is reduced to -1 due to the large number of holes in the structure.

2 **Section/level extremely unstable.** If more than 6 models in total are in the section/level, or if more than 6 models are placed there at any time, it will collapse immediately (see **5** below). Otherwise, the normal shooting 'to hit' modifier is reduced from -2 to -1 (as for **1** above).

3 **Section/level breached.** If there is one or more levels above the damaged section/level, the latter collapses (see **4** and *Collapsed/Section Levels*, below). The remaining upper section/level(s) collapses on a D6 roll of 6; check each turn, and add +1 to the roll for each model above 4 in the section/level. If not, then treat this result as **2**, above. If the section/level is the uppermost one, it does not collapse, but any missile-armed Troops firing from it suffer a −1 'to hit' penalty due to the instability of the structure.

4 **Breach.** The section/level is destroyed, and all higher levels of the same section collapse on a D6 roll of 4, 5, or 6 (see **5**, below). All models within breached or collapsed section/levels must make a basic saving throw or be killed. Creatures with a *Toughness* of 5 or more, or with 3 or more Wounds are judged to have a minimum saving throw of 4, 5 or 6 and take D3 wounds if damaged. Survivors are placed in any accessible adjoining section/level or courtyard area. Normal door and stairway restrictions apply. If escape is impossible, models are removed as dead.

Note that breaches can only be blocked by large humanoids (see p50).

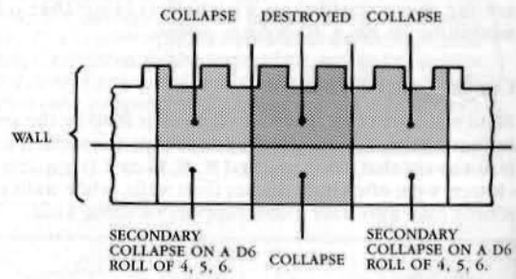


5 **Major Collapse.** The section/level collapses completely - including all higher levels. In addition, the next level down (if any) of the same section also collapses, on a D6 roll of 4, 5 or 6.

6 **Extreme Collapse.** The section/level collapses, as **5** above. In addition, for every higher level brought down as a result of the collapse, 1 lower level of the same section is brought down as the falling rubble descends. Even if there are no higher levels, the level directly beneath collapses (if present as for **5** above).

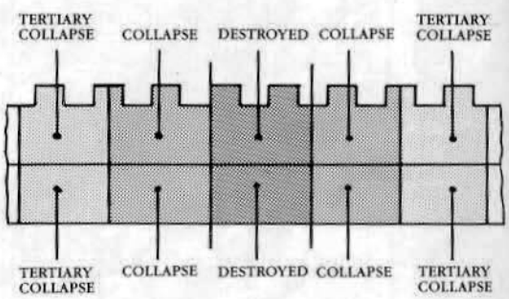
For example, if level 3 (of 5) suffers an extreme collapse, levels 4 and 5 also collapse because they are higher. Levels 1 and 2 collapse because of the weight of levels 3, 4 and 5 falling on them.

7 **Secondary Collapse.** The section/level collapses bringing down higher and lower levels of the same section as **6** above. In addition, adjacent section/levels at the same level as the original collapsing section/level also collapse, as **5** above.



8 **Major Secondary Collapse.** The section collapses in its entirety, as **6** above. All adjacent sections collapse in their entirety, as **6** above.

9 **Tertiary Collapse.** As **8** above, but any section/level adjacent to a secondary collapse will also collapse *if it has taken damage,* as **5** above.



10+ **Major Tertiary Collapse.** As **9** above, but undamaged section/levels adjacent to a secondary collapse take D6 damage points. See **5** above for collapse.

Notes:

1. Once a section/level has collapsed, it can take no further critical damage.

2.There are some special cases, which are explained fully on p33.

Left:

In this dramatic painting by Paul Bonner, a force of Goblins advances through a breach into a deadly hail of arrows. Note the nice blue spiders - an interesting shield motif for anyone with a steady hand.

Below:

A nicely modelled breach - this sort of effect is easy to achieve by cutting and re-glueing the polystyrene wall segments.

Bottom:

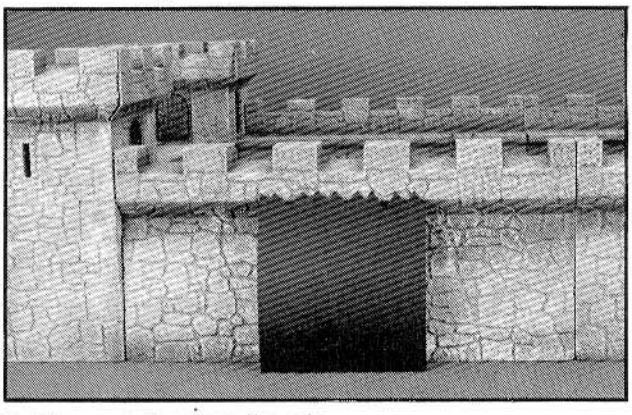
Another view of the breached section - this time defended by a group of High Elves, and under attack from Skaven.

> *"If the battlements are carried, throw all your strength there! Such an advantage is always dearly won."*
> **Albrecht of Tisenbreck: The Art of the Siege**

COLLAPSE

Collapsing the Model!

When a section/level collapses or is breached, this must be indicated both on the castle maps and on the castle model itself. On the castle map, you may do this by writing 'collapsed' in the relevant box or by crossing it out. To indicate collapsed section/levels on the model, simply take a 2-pound lump hammer and...well, perhaps not. After all, you may want to use the castle again. So you can indicate collapse by placing a counter or piece of black card against the wall or tower section.



Collapsed Section/levels

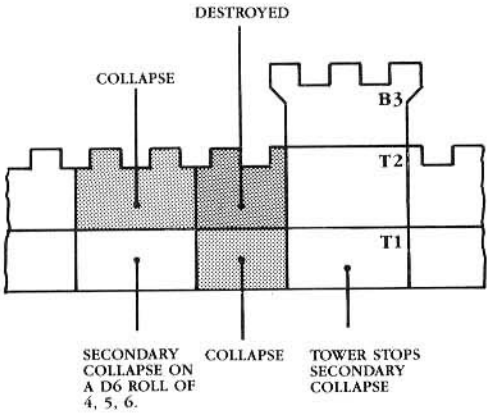
The collapsed level 1 of a wall section is referred to as a **breach** irrespective of whether upper levels have collapsed or not.

Collapsed section/levels on level 2 or higher may not be moved through or occupied - they no longer exist! Level 1 section/levels are assumed to collapse into a pile of rubble - they may be moved over, but offer no protection. This pile of rubble is still considered to be a section/level for purposes of regulating movement, and may be occupied by up to 4 or 8 models from each side. Alternatively, of course, you could prepare one or more damaged sections from 'spare' wall segments, or polystyrene ceiling tiles, to replace damaged sections (depending on whether it was a wall or tower section/level).

Special Tower Collapse

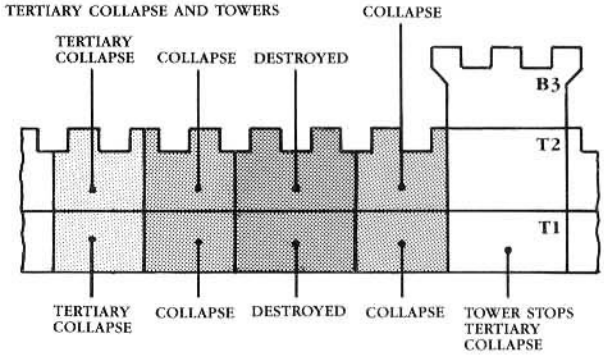
Towers are solidly-constructed buildings with a high degree of structural integrity. They are fully capable of standing alone, and are not affected by the collapse of adjacent wall sections. If a *Secondary* or *Tertiary Collapse* result on a wall section/level indicates that a tower would collapse, or be damaged, the tower is not affected.

SECONDARY COLLAPSE AND TOWERS



Just as the collapse of adjacent sections cannot spread to a tower, so it cannot spread *through* a tower. If a *Tertiary Collapse* result is generated for a wall section next to a tower, then not only is the tower safe from secondary collapse, but the building section on the other side of the tower is also safe from tertiary collapse.

TERTIARY COLLAPSE AND TOWERS



Wall and Tower Toughness

All stone constructions have a *Toughness* of 10. This is the highest possible **T**, and only attacks with a *Strength* of 7 or more stand a chance of causing damage.

Gates, Doors, Stairs

If a section/level contains a gate, door, stairway or any comparable feature, this is destroyed when the section/level collapses. The presence of a gate, door or stair makes no difference to the *Toughness* of the section/level.

SPECIAL GATE DAMAGE

Any attacker with any sense will target his war engines against the gate itself rather than against the stone gate section/level G1. Battering rams and other 'close combat' war engines may be directed against the gate itself if the attacker wishes. See the section on doors and gates for more details.

A 'ranged' siege weapon, such as a stone-thrower, may hit the gate, or may hit the surrounding stone gate section. Any shots hitting the stone section/level G1 are resolved in the same way as normal damage against wall sections. Any hits striking the gate are resolved against the gate. Damage on a gate affects only the gate - it cannot harm the gate section/level G1 or surrounding sections. If the section/level G1 collapses, the gate is automatically destroyed.

We will return to the question of whether war-engines hit a gate or the gate section in the chapter on *Siege Machines*.

"In order, the most vunerable parts of a castle's defences are the gate, the walls and the towers. Therefore, the greatest effort should be made to pierce the gate, unless it is stoutly defended by towers and outworks. If this is not possible, then the walls must be carried, breached or mined, at whichever point is least well guarded by towers and interior fortifications. Never attack the towers. If no other assault is possible, then settle for starving out the most vunerable resource a fortress has - its defenders."

Speech of Hasso, Emperor, before the attack on Streissen

GATES AND DOORS

A castle's main gateway is always the weakest point in its defences, and gates are often the spot chosen by the attacker for his main assault. To meet this threat, gates are often heavily constructed, and may be protected by outworks such as barbicans. Even so, gates are vulnerable to siege machines, such as battering rams, and large creatures, such as giants and trolls.

THE CASTLE GATE

The castle gate has its own *Toughness* and *defence point* scores, in the same way as other castle section/levels. It is important to remember, however, that a gate is *not* a section/level as such; it is just one part of the *gateway* section/level marked **G1** on the castle map. The GM must record damage taken by the castle's gate separately from that taken by the gateway section/level.

A castle gate generally has a *Toughness* of 8, and 6 *defence points*. You may wish to vary this slightly for stronger and weaker gates, but these values are standard for a typical Border Fortress.

Breaking Down Gates

Obviously, it is impossible to move through a castle gate that is closed. As will be seen in the chapter on *Magic*, this even applies to Ethereal creatures and others which are normally able to move through material objects. The gate must be opened or broken down before any creature can enter the castle through the gateway. Opening gates has been covered in the chapter on *Movement in the Castle* (p17), so we shall concentrate on breaking it down here.

Although most human-sized creatures are unable to damage a castle gate, larger creatures may be able to batter it apart with their bare fists! Small creatures will have to resort to battering rams, as described later.

A gate may be attacked by any model on ground level which is in base-to-base contact with the gateway section/level (G1 on the castle map). Models do not have to be in contact with the door itself, only the section/level containing the door.

The following special modifiers (and no others) apply when breaking down gates.

Equipped with double-handed axe or halberd:	+1 *Strength*
Equipped with double-handed mace/club or single handed axe:	basic *Strength*
Equipped with any other weapon:	-1 *Strength*

Gateways are hit automatically - after all, they don't try to dodge or counterattack - so there is no need to roll 'to hit'.

Gates and Missile Damage

Missiles such as arrows, crossbow bolts, slingstones and the like cannot damage a gate. Missiles from stone throwers and other siege engines, on the other hand, can damage a gate, as explained in the chapter on *Siege Machines*

Resolving Damage

A running total of damage taken by the gate is recorded by the GM until the total equals or exceeds the gate's *defence points*. Once a gate has sustained damage equal to its *defence points* score (6 in most cases), it is destroyed. The gate should be removed from the castle model, and the castle map should be marked to indicate that the gateway has been broken down. Troops may then move through the gateway subject to the normal resrictions on access (see *Movement in the Castle* p17). And of course, experienced GMs may wish to allow the defender to include 'murder holes' in the floor of the rampart section/level above the gate, through which arrows may be fired, spears dropped, and so on.

DOORS

All doors leading into towers are assumed to have sturdy bolts on the inside. Doors leading to stairways have bolts on the stairway side.

A bolted door prevents movement until it is broken down or until the bolt is withdrawn. A door which is not bolted, or which is broken down, presents no impediment to movement, but the doorway may still be defended by a *blocking* model, (see *Blocking, p38).*

Any model may bolt or unbolt a door if it begins its movement phase in the section/level containing the bolted side of the door, and if it is not engaged. The model may not move or leave the section/level in the same movement phase as unbolting the door. A door cannot be bolted and unbolted in the same movement phase.

Trapdoors

The tops of stairways are represented on the castle model by a trapdoor on the rampart or battlement where they emerge. Trap-doors can be bolted in exactly the same way as doors. Trap-doors have bolts on their upper surface, and can be bolted or unbolted from the rampart or battlement above.

Breaking Down Doors

Doors inside castles are built quite strongly. The chart below gives the standard *Toughness* and *damage point* ratings.

Type of door	Toughness	Damage Points
Tower to courtyard	6	4
Tower to rampart	6	4
Courtyard to wall	4	2

A door may be attacked by any troops. The following special modifiers apply when breaking down doors.

Equipped with double-handed axe or halberd:	+2 *Strength*
Equipped with double-handed mace/club or single handed axe:	+1 *Strength*

Doors are always hit automatically, so there is no need to roll 'to hit'.

A door may be struck by 2 models at once (but no more than 2), regardless of its size or how many models are normally permitted to pass through it.

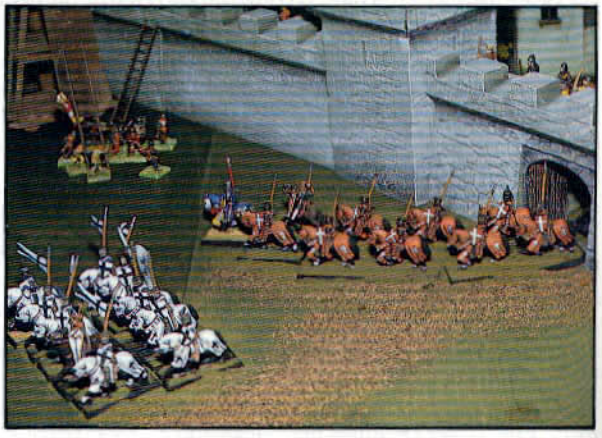
When a door has taken damage equal to or greater than its damage point rating, it is broken down. The door should be removed from the castle model, and the castle map should be marked to indicate that the door has been broken down. A broken door may not be bolted, and offers no impediment to movement.

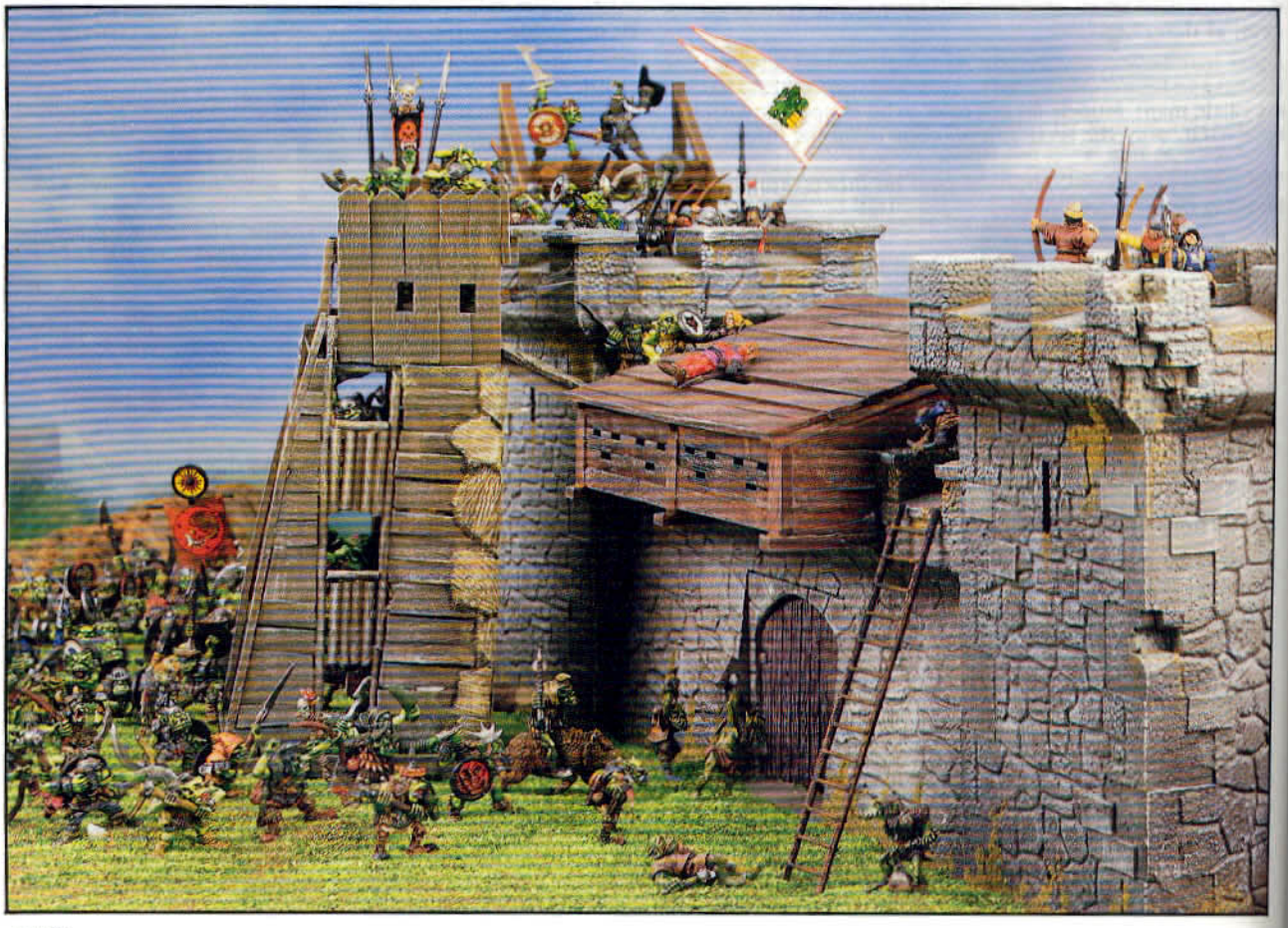
Breaking Down Trapdoors

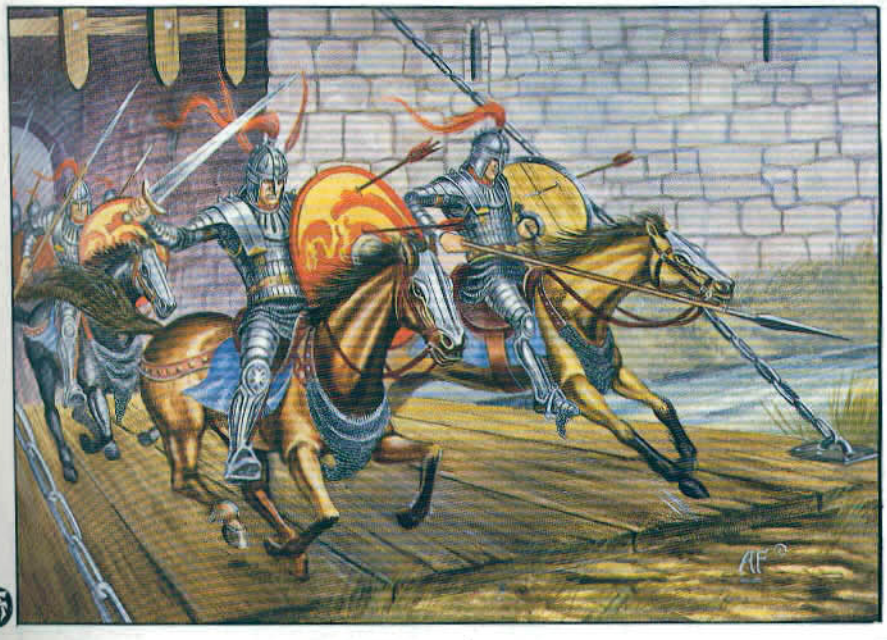
Trapdoors are more flimsy than normal doors, but are more awkward to break down. They typically have *Toughness* 4, 1 *damage point*, and no special weapon modifiers apply when breaking in a trapdoor.

"Assa the leading experta onna da siege warfare, I am often asked, how canna we maka da gates so thata they can't be broken by the batteringa-rams, and de bigga giants with the tree branches. I say to them, ey stupido, you can'ta stoppa dem lika dat. Watta you gotta do is maka the gates so small that they can'ta be hit by the big balls and the trees and things. You maka da gates so they only four foota high, howa a gianta going to get his 'ead through? Smarta thinking, eh? But you heara complaints alla de time. The people can'ta get througha de gates, they say, anda we donta have a siege all de time. You can'ta helpa some people."

Marmalodi: Ibid, p509







Opposite page (left):

Angus Fieldhouse's rendition of Orc arsonists at work!

Opposite page (right):

Knights leave the protection of their castle to attack assaulting infantry.

Opposite page (below):

This lively scene shows off the modelling skills of Dave Andrews, who made both the siege tower and the hoarding. The tower is made from balsa wood and dowelling with Citadel wheels. The hoarding is also made from balsa wood. Hoardings project from the walls, creating a wooden gallery which hides the defenders from sight.

This page (top):

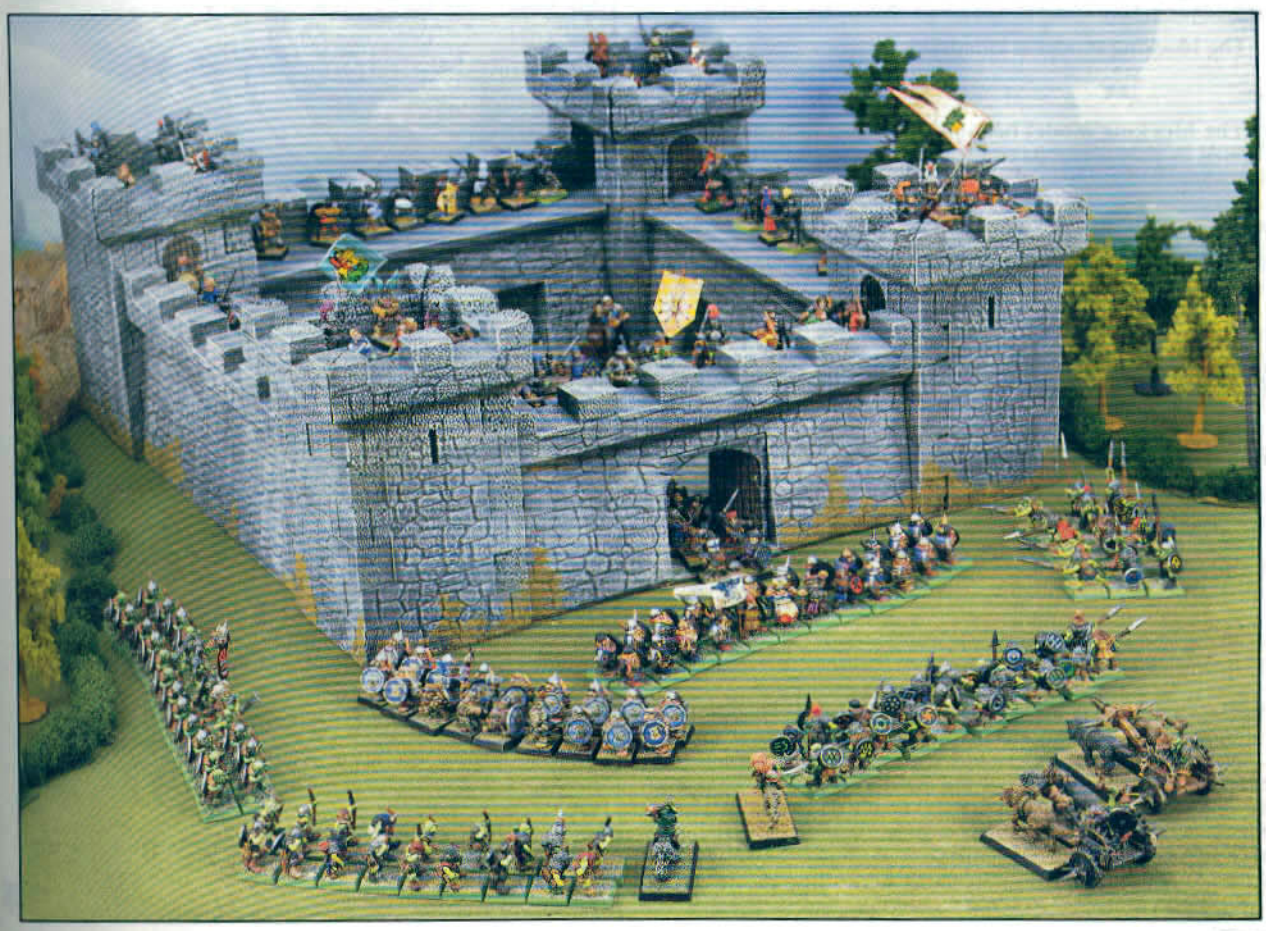
Sally! by Angus Fieldhouse.

Below:

A well garrisoned Dwarf hold under attack from Orcs - I don't think the attackers know what they've let themselves in for!

"It issa mucha disputed as to what are da besta weapons fora making de siege. You gotta de stona throwers anna de bolt throwers, anna alla kinda cannons. Gunpowder is a grayta invention. Iffa you can getta holda of a few mortars or bombards, you canna make de big holes in de walls. But you gotta have de right ammunition. So, a stona thrower canna be justa as good. For ammunition, you can digga uppa de rocks an' de stones, or use de big balls, or you can shoot dayd peoples over the wall to make the place stink. You canna even maka de spaghetti and shoota dat, or de razor-edged pizza."

Marmalodi: ibid, p822



BLOCKING

The words *block* and *blocking* have a special meaning in the siege game. A single model may *block* access from one section/level to another by standing in the doorway or above the trapdoor. No enemy models may pass through the doorway or trapdoor until the blocking model has been removed from the doorway.

Conditions for Blocking

Only 1 model may block an entrance at any time. It must begin its *movement phase* in the section/level, and may not move from it whilst blocking. A model may not move into a section/level and block its entrance during the same turn.

A model may only block an entrance if there are no enemy models in the same section/level. If enemy troops enter the section/level by another entrance, the blocking model is engaged in hand-to-hand combat with them (see *Combat in the Castle*), and the block is ended.

The player must declare that the entrance is being blocked at the start of his turn, and must indicate to the GM which model is blocking. This is particularly important if troops of more than one type are present in the section/level. A 'Blocking' counter may be placed on top of the counter representing the blocking model on the map.

If a section/level has more than 1 entrance, each may be blocked so long as there are sufficient models present.

Ending a Block

Blocking models are never routed or pushed back, and a block only ends when:

1. The blocking model is killed.

or

2. The blocking model becomes engaged in hand-to-hand combat by enemy troops entering the section/level by another way.

or

3. The blocking model is forced to flee as a result of psychology (such as *fear*).

or

4. The blocking model voluntarily moves away from the doorway.

Fighting a Blocking Model

The following additional rules apply when a blocking model is in combat:

1. Only one attacking model may fight a blocking model at any one time.

2. Blocking models always strike their blows first, irrespective of *initiative*.

3. Blocking models may add +1 to their 'to hit' rolls.

Unless the blocking model is killed during the engagement, the entrance remains blocked. If the attacker is killed, the rest of the attacking unit must make the usual **Ld** test. Unless the attackers retreat or rout, a new attacker will take the place of his fallen comrade and the engagement continues. Unless the attackers retreat or rout, the same defending model must continue to block the entrance.

If the blocking model is killed, the entrance is no longer blocked. Attacking troops may move into the section/level normally in their following *movement phase*. In the meantime, the attacker has 'won' the entrance, and is considered to be blocking it himself, from the other side.

Blocking Gateways and Breaches

Gateways and breached wall sections/levels can only be blocked by large humanoids (see p50).

"The softest part of the castle is the belly of the man inside."

ASSAULTING THE RAMPARTS

An open assault may not be the most efficient way of taking a castle... but it's certainly the most satisfying!

It is a brave commander who decides to storm a castle. Many troops will be killed as they push lumbering machines towards the walls, and many more will be cast from the battlements or slaughtered as they try to hold crumbling ramparts against determined defenders.

Of course, *some* troops are simply ideal for this sort of tough, demanding and generally fatal work - Goblins, for example! After all, why waste time having your Goblins build complicated and probably ineffectual machines when they can be doing what they do best - dying in droves!

LADDERS

Ladders may be used by the defending troops to move between the courtyard and the ramparts. More importantly, ladders may be used by the besiegers to assault the walls! These *scaling ladders* are equipped with hooks at the top and spikes at the bottom, to wedge them firmly in place.

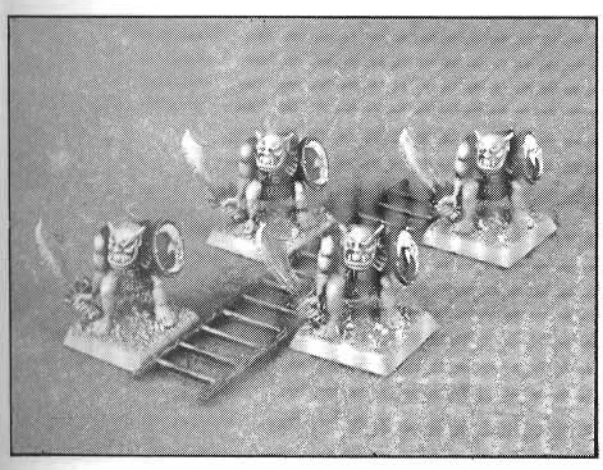
The Mighty Fortress set comes complete with eight plastic ladder components, four long and four short. The long ladders can reach from the ground to the parapets of the rampart, and the short ladders can reach between floors in a tower or from the courtyard to the rampart. You need not be bound by the length of a plastic ladder if you don't want to be - for example, if you want an attacking force to have more than four ladders, you can make up the model numbers using the shorter ladders, and just assume that all are to be long enough to reach the rampart parapet. The ladder model is used to indicate that a scaling ladder is being carried by certain troops, or that it has been placed against a wall.

Carrying Ladders

A ladder may be carried, with no effect on movement rate, provided there are at least 4 models to carry it. The maximum number of models that may be actively engaged in carrying a ladder is 6.

If only 2 (minimum) or 3 models are available, their movement is halved outside the castle. Inside the castle and in the courtyard, roll 1D6 for them at the start of their side's movement phase; on a roll of 1-3 they may not move, and on a roll of 4-6 they may move 1 section/level.

A ladder may never be carried by a single model.



Models which are carrying a ladder must remain in physical contact with the ladder model, as shown below.

While carrying a ladder, troops may not use shields, two-handed weapons, or missile weapons.

Dropping Ladders

A group of models carrying a ladder will *always* drop it if:

1. They become engaged in hand-to-hand combat;
2. They rout as a result of missile fire, magic or psychological effects;
3. They fail any characteristic check to do with psychology (e.g. *fear, frenzy, stupidity*);
4. They become *unstable* (this applies only to Undead or demonic troops);
5. They are reduced to a single model (if they haven't routed by that time!)

Certain magic spells may also cause troops to drop a ladder - the GM should use his discretion when judging this.

The GM also has the right to rule that a ladder has been dropped in other circumstances.

The model ladder is left where it fell until a minimum of 2 models (which need not be part of the original unit) can reach it to pick it up.

A dropped or fallen ladder may be picked up in a subsequent movement phase, taking the whole phase. A unit may not move up to a ladder and pick it up in the same movement phase.

Erecting Ladders

Up to 2 ladders may be erected against a single section of wall during the movement phase. A ladder may be erected under the following circumstances:

Outside the castle: As soon as the leading 2 carrying models are in base-to-base contact with the foot of the wall.

Inside the castle: As soon as *all* the carrying models are in a courtyard section (or rampart section/level) adjacent to the section/level against which the ladder is to stand. This should be obvious to all concerned, but the GM should use his judgement in particularly obscure cases.

The player must declare that the ladder is being erected, and the ladder is immediately assumed to be in place and may be ascended in the raising side's next movement phase.

Models already on a rampart section/level may lift a ladder up and drop it in the courtyard, subject to the normal rules on picking up and carrying ladders (see above). This manoeuvre takes a full turn, and is not possible if the models are engaged in hand-to-hand combat. Next turn, the models may descend the ladder as normal (see below). If the models are forced to drop the ladder, for any reason, during the turn in which they are moving it, roll 1D6:

1-2: it falls back outside the Castle;

3-4: it lands on the rampart;

5-6: it lands in the courtyard.

In this epic battle the castle is being used to represent one corner of a much larger fantasy city. Most of the buildings and the siege towers have been scratchbuilt from balsa, card or plywood. Batteries of 'Machineries of Destruction' can be seen bottom left. Note the use of plywood 'movement trays' to move whole units at once.

Casting Down Ladders

Once a ladder has been erected, any unengaged troops in the upper section/level may attempt to cast it down during their own turn, at the end of their movement phase. At least 1 model is required to cast down a ladder, and models attempting to cast down a ladder become *exposed*.

Unattended ladders may be cast down automatically. *Attended ladders can only be cast down on a D6 roll of 6. A bonus of +1 may be added to the roll for each* ***additional*** *model attempting to cast down the ladder.* No more than 3 models can attempt to cast down a single ladder.

Note: a ladder which has models at the bottom counts as *attended*. Only one attempt per turn may be made against any ladder per turn.

A ladder may not be cast down if a model is engaged in hand-to-hand combat with a climber still on the top of the ladder.

If a ladder is successfully cast down, the ladder model is placed at the base of the wall where it is assumed to have fallen. Any models climbing a ladder when it is cast down must make their basic saving throw or be killed. Surviving models must make the usual **Ld** test for losing a round of combat.

Fallen ladders may be picked up and re-erected in the next movement phase, as explained above.

Climbing Ladders

Up to 4 models may climb any ladder during their movement phase. A ladder may not be erected and climbed in the same turn. Models are moved directly to the relevant section/level. However, if the other end of the ladder is *blocked* (as described below), the first climber must engage the blocking model, and the block must be ended before the remaining troops can climb the ladder.

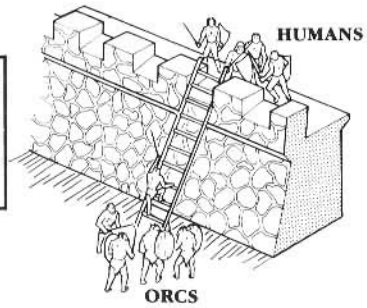
Blocking a Ladder

A ladder may be blocked in the same way as a doorway (see *Blocking* in the chapter on *Gates and Doors* p35).

Conditions for blocking are generally the same as for a doorway, but there are some special rules, according to the precise circumstances. Three specific cases are dealt with here; in addition, the blocker always strikes first, regardless of *Initiative*. The attacker may not use a shield while on the ladder, but may do so thereafter - if he lasts that long!

Case 1: Ladder on parapet

The attackers have erected a ladder against the parapet of the rampart, or against a tower battlement, and are climbing up it. One defender is blocking the ladder.



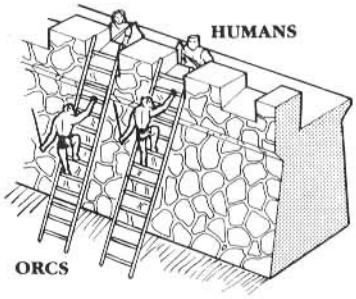
The blocker gains the following 'to hit' modifiers:

+1 If using a halberd
+1 Blocking
+1 Advantage of ground
+1 Embattled*

* This modifier can be claimed by any troops occupying a rampart section/level and being charged by enemy who must cross the battlements in order to do so. It applies only during the first round of the engagement, and is typically applied to defenders facing an assault by ladders or from a siege tower. If facing assault from ladders, the *advantage of ground* modifier also applies.

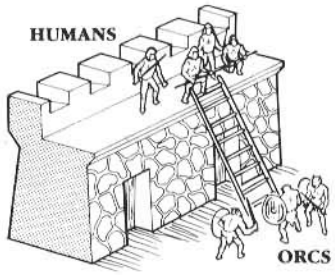
Embattled bonus

In this example, the attacking unit of Orcs (**O**) is charging the defending unit of Humans (**H**) over the battlements, so **H** gains a +1 'to hit' bonus. Since **O** is also attacking from a Lower Level, **H** gains the bonus for that as well, making the total to hit bonus +2.



Case 2: Ladder on rampart from courtyard

The attacking Orcs have erected a ladder from the courtyard to the rampart, and are climbing up it. One Human defender blocks the ladder.



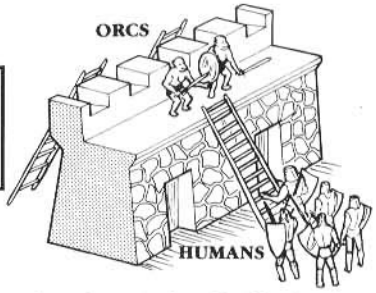
The blocker gains the following 'to hit' modifiers:

+1 If using a halberd
+1 Blocking
+1 Advantage of ground

The blocker does not gain an *embattled* modifier because there is no parapet on the courtyard side in this layout.

Case 3: Attacking down into couryard via ladder

The attackering Orcs have taken the rampart, and let a ladder down into the courtyard. One defender blocks the foot of the ladder.



This case is different from the others in that the blocker is at the *foot* of the ladder. The blocker gains only the +1 *blocking* modifier, but the lead climber must dispose of him in one turn or the ladder is automatically cast down (see above).

Note: the lead climber does not gain an *advantage of ground* modifier, despite being higher than the blocker - this advantage is offset by the difficulty of climbing down the ladder and fighting at the same time!

The blocking model gains these modifiers so long as it continues to block.

Holding the Block
Unless the blocker or attacker is slain, the attacker remains on the ladder, the blocker remains at the end of the ladder, and the ladder is still blocked. A further round of combat is fought in the following player's turn. The same model must continue to block the ladder until slain - it is not permitted to change blockers unless the attackers retreat or rout.

Killing the Attacker
If the attacker is killed, the defender may attempt to cast down the ladder (see above). Any troops on the falling ladder must make their basic saving throws or be killed. Any surviving models must take the usual **Ld** test for losing a round of combat. If the ladder is not cast down, and if the attackers neither retreat nor rout, the second model on the ladder advances to meet the blocking model. The engagement continues in the following combat round.

Killing the Blocker

If the blocker is slain, all attackers on the ladder are immediately moved to the relevant section/level. If the defending unit has sustained more casualties than it has inflicted, a **Ld** test will be required, for losing a round of combat.

Note: if several ladders are being blocked, it is possible for both 1 defender and 1 attacker to be killed - the result in such a case is a draw and no tests are required for either side.

Broken Blocks

Once enemy models are present on a rampart, it is impossible to block further ladder assaults. Invading models may move freely up or down ladders in accordance with normal movement rules.

...Or Not to Block?

A player does not have to *block* a ladder if he does not wish to do so. Attacking models may be permitted to move onto the battlements and engage in hand-to-hand combat as normal. This option allows players on the receiving end of a ladder assault to make full use of superior numbers and/or superior troops.

Troops meeting an assault by ladder may still claim the +1 *Embattled* and +1 *Advantage of Ground* 'to hit' bonuses, in the *first* round of the engagement only.

Routs and Ladders

Troops cannot *rout* via ladders but they may *retreat* (see p25). If there is no other means of escape, the routing troops are simply removed as casualties.

Casting Down Unattended Ladders

Unattended ladders are cast down automatically if the rampart is held by unengaged defenders. 1 defender may cast down 1 ladder during the side's turn. There is no need to test for success.

Note: a ladder held at the bottom is *not* unattended, and may not be cast down in this way. Casting down a ladder *exposes* a model.

"Festag, 30th Sigmarzeit 2399. Today, we came closest to defeat, and have suffered much loss of life. For nineteen days now, the orcs' stone thrower has been pummelling the north wall. Just after noon today, a particularly heavy stone smashed into the north-east tower, about nine feet above the base, and it collapsed. Six men were carried to their deaths.

Within minutes, the foe responded. Six enormous trolls and a war-leader mounted on a wolf led fifty of their number against the breach. Although the wall remained nine feet high, there was sufficient rubble thereabouts to make the ascent easier. Within minutes, we were hand-to-hand with the foe in the ruins of the tower and suffering grievous losses. Unable to use our bows, we were forced to trade blow for blow, as the fight spilled into the courtyard. Two fanatical goblins whirling enormous spiked balls on the end of stout chains joined the battle, and most of the enemy host pressed at the back of their ranks.

For three hours we struggled, but finally the assault was repulsed. We were aided by the final collapse of the rest of the tower, which buried a regiment of goblins, and starved the front ranks of reinforcement just when we had a slight advantage. We burned the trolls who were trapped inside, and put the goblins to the sword. The foe had left forty-five of their number slain - and we had twenty-five dead, two-score wounded, and others buried beneath the masonry. The rest of us worked like demons to restore the wall, using the fallen stone to build a rampart, and clearing the loose rubble which had made a ramp on the outside. A wooden wall behind the first was also commenced.

At dusk, the goblins began firing their engine once again..."

Journal of Ilich Meinbach, p55

GRAPPLING HOOKS

Carrying Grappling Hooks

A single model may carry a grappling hook and line without movement penalty. A model carrying a hook and line may not use a shield or employ a missile weapon.

Using Grappling Hooks

A grappling hook may be thrown against any level 2 rampart if the thrower is within 2" of the base of the section. Grapples are thrown during the *shooting phase*, and the model's **BS** is used to establish whether the grapple 'hits' successfully, just as if the model were using a missile weapon against an enemy.

If the die roll is successful, the grapple fixes on the rampart above; if not, the grapple falls to the ground and may be thrown again in model's next shooting phase.

Up to 4 grapples may be attached to a single section of rampart or battlement.

Casting Down Grapples

If there are unengaged troops on the rampart, they may attempt to cast down grapples during their own turn. 1 unengaged model may attempt to cast down 1 grapple, and no more than 1 model may attempt to cast down a single grapple at any time. Any model attempting to cast down a grapple is *exposed* to troops below.

Attended Grapples: Roll a D6 for each attempt; a roll of 4-6 is necessary to cast down the grapple and models armed with edged weapons gain a bonus of +1. Only one attempt may be made against each grapple per turn.

Unattended Grapples: If a grapple is unattended - if the grappler is killed or has retired - it may be cast down automatically, and no test is necessary.

If a grapple is successfully cast down it is useless, and cannot be thrown again.

Climbing the Line

1 model may climb the line during its side's movement phase. Unless the way to the rampart is *blocked* as described below, the model is placed on the rampart.

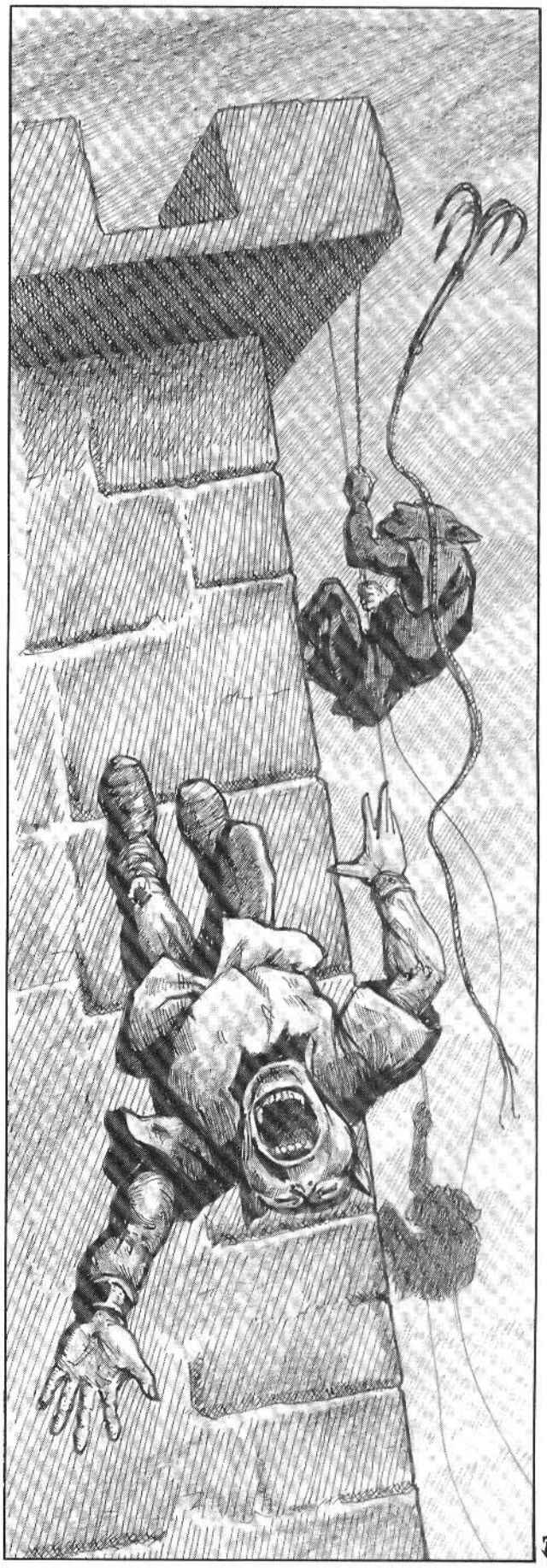
Blocking Grapples

Defending troops may *block* a grapple in exactly the same way as against a ladder (See *Blocking a Ladder:* Case 1 p45). If the attacker is slain, the grapple is automatically destroyed.

Routs and Grapples

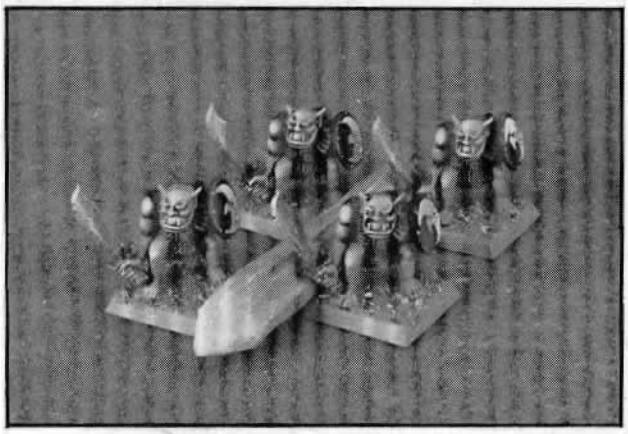
Routing troops cannot climb up or down grapple-lines, and if there is no other means of escape, they are removed as casualties.

"You can'ta just ignore a castillo. De men insida might be naughty fellows and attacka you once you marcha by. De smarta-alek words for dis is dat dey remayne a threat to communications. Dis is right. Anda iffa you don't get the letters from home, howa you gonna know how your mama is?"
E Marmalodi: A Treatise for the Deliverance of Cities, p 109



LOG RAMS

A simple tree-trunk battering ram is called a *log ram* in these rules, to distinguish it from the larger and more elaborate *battering ram*. A log ram requires a minimum of 4 (but no more than 8) models to carry it; these should be placed either side of the ram in the same way as ladders. A simple log ram may be represented by a strip of dowelling or by other suitable means, placed between the models as shown below.



Carrying Log Rams

7-8 models may move normally while carrying a log ram.

4-6 models may carry a log ram, but their movement is halved outside the castle. Inside the castle and in the courtyard, roll 1D6 for them at the start of their side's movement phase; on a roll of 1-3 they may not move, and on a roll of 4-6 they may move 1 section/level.

A log ram may never be carried by less than 4 models. Models may not use shields when carrying a ram.

A log ram may not be carried up ladders or stairs and may not be taken inside a castle section/level. A ram may be moved around the courtyard.

Dropping Log Rams

A log ram may be dropped at any time. If models carrying a ram are engaged in hand-to-hand combat, the ram is dropped automatically. It takes a full turn for models to pick up a ram once it has been dropped.

Using Log Rams

In order to attack a gate or wall, the leading models must move into base-to-base contact with it. Once in contact, the ram automatically hits once in the *hand-to-hand combat phase*. A ram has a *Strength* of 1 for every model holding it (ie: minimum **S** 4, maximum **S** 8).

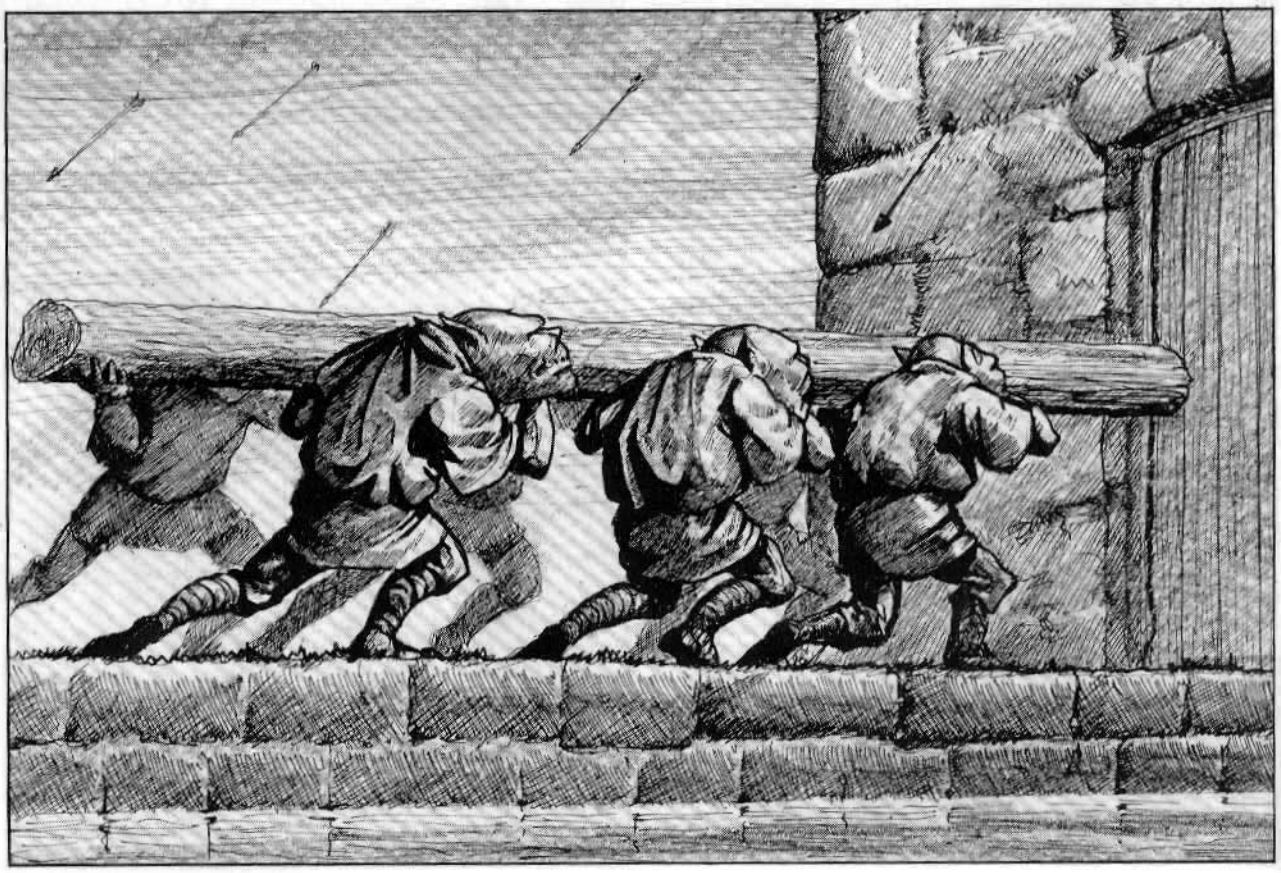
The amount of damage caused by a ram depends on the *Strength* of the creature type using it, as follows:

Strength	Damage
UP to 3	1 per hit
4-6	D4 per hit
7 or more	D6 per hit

If the models manning the ram are of various *Strengths*, use the highest.

"What I like best about a siege is that there is nowhere for them to run..."

Witch-hunter Zacharia Schmundt



DEFENDING THE WALLS

This section introduces a selection of tricks, special weapons and all sorts of nastiness available to the defenders. Troubled by persistent double-glazing salesmen? Barraged by religious or political extremists? Harrassed by charitable institutions? On the pages that follow you may find an answer...

DROPPED MISSILES

A very effective way of discouraging unwelcome visitors is to drop things on them - especially if they are climbing ladders or grappling lines at the time. Ideal for this purpose are rocks, large boulders, boiling water, boiling oil, hot sand, molten lead, and lime.

Preparing Dropped Missiles

Items suitable for dropping may be distributed around the castle by the defending player before the game starts. These items are represented by counters, which are placed where appropriate on the castle map or the castle model, as the player prefers.

Each counter is marked with the missile type that its represents and a number, which represents the number of 'batches' in that section/level. Make sure that the number reflects the actual state of things - when one or more batches are dropped, change the counter for one which correctly indicates the number of batches remaining. The number and type of missiles available to the defender is determined before the game - depending on the number of points the player wishes to spend on these resources (see p54).

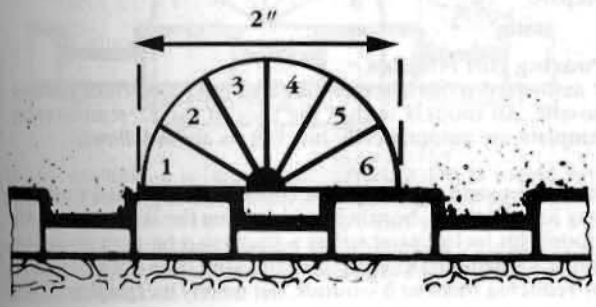
Dropping Missiles

Models defending a section/level containing missile counters may drop missiles during that turn, provided that they are not already engaged in hand-to-hand combat. Missiles are not dropped in the defender's *shooting phase*, but at the beginning of either side's hand-to-hand combat phase. *Defenders intending to drop missiles in the combat round are* ***exposed*** *throughout the turn, and so they risk being killed by missile fire before they have a chance to drop.*

Dropped missile attacks are worked out *before* ordinary hand-to-hand combat. Troops dropping missiles may still fight normally during the round, but may not *block* an attack. Of course, this does not prevent other models in the section/level blocking an attack instead of dropping missiles.

To represent the effects of dropped missiles, the defending player takes the 2" semi-circular template from the back of this book, and places it against the base of the wall with the mid-point in the exact centre of the section.

The template in place against a wall



Most dropped missiles automatically hit all models within the template area. In addition, the following models are automatically hit, even if they are outside the template area:

1. Any model climbing or attending a ladder placed against the section;
2. Any model ascending a grappling line fixed on the section.

All models liable to be hit are referred to as **target models**.

Rocks

Rocks are defined as stones small enough for one man to pick up and throw. They may be thrown singly, or a whole basket of rocks may be tipped onto attackers below. 1 batch is used per turn, and 1 hit is caused on each target model, regardless of the number of models actually throwing or tipping rocks.

The *Strength* of the attack is equal to the number of models tipping, throwing or dropping the rocks. If two models are throwing rocks the *Strength* is 2, if three models are throwing the *Strength* is 3, and so on.

If a ladder is hit by rocks *and* all models climbing it are slain, the ladder is automatically *cast down*, as covered in the previous chapter, and destroyed on a D6 roll of 4-6.

Boulders

Boulders are defined as stones larger than rocks. They are too large and heavy for a single human-sized creature to lift, and 2 models are required to lift a boulder and drop it from the parapet.

Unlike rocks, which hit all targets within the area of the 2" semi-circular template, a boulder can only hit one target within the template area, nominated by the dropping player. A target may be a single model, a machine or a ladder.

Since a boulder is a single object, it is necessary to roll to hit, using the **BS** of the models dropping the boulder. Where their **BS** scores are different, use the higher of the two. If the boulder misses its intended target, roll a D6 and consult the numbers on the template to discover where the boulder lands. Any model which is wholly or partly in the area is hit. Where two or more models are partly in the same area, the GM must judge which one is hit.

A boulder hits with *Strength* 7, causing 1D3 *Wounds* with no saving throw.

If a ladder is hit, it is automatically *cast down* and destroyed. All models climbing or attending the ladder must make their basic saving throw or be killed.

If a machine is hit, each member of the crew must make their basic saving throw or take 1 *Wound*.

Lime

Lime is a powdery substance which irritates the skin, chokes and blinds. Two human-sized models are required to pour a batch of lime. All models within the area of the 2" semi-circular template are hit automatically, suffering a *Strength* 2 attack, with no saving throw.

Models are unlikely to be killed by lime, but may be incapacitated - any models reduced to 0 *Wounds* as a result of dropped lime are removed as if slain, but may return to the ranks on the following day (see the chapter on *Strategic Time* later in the book).

Any models hit by lime but not removed are subject to a -3 'to hit' modifier for both hand-to-hand and missile combat. This penalty will be lifted on the following day (see *Strategic Time*, p59).

Braziers and Hot Missiles

A single brazier may be placed on any rampart or battlement section/level, together with batches of oil, water, sand or lead as desired. A brazier occupies the same amount of space as a man, and counts towards the occupation limit of the section/level accordingly.

A brazier must be attended by one model at all times. A model attending a brazier may do nothing else. If hand-to-hand combat breaks out in the section/level, the attendant must abandon the brazier and take part in the fighting; the brazier is now *unattended*.

If unattended at the beginning of the defending side's turn, the brazier is assumed to have gone out, and is useless until relit. A brazier may only be relit if it is attended by one model for three whole turns; it takes a further three whole turns for a relit brazier to get back to 'working temperature'. A brazier may not be used until it has reached 'working temperature'; that is, until six whole turns after an attending model began to re-light it.

Awareness of Braziers

Attackers will always be *aware* of a lit brazier because of the continuous smoke it emits. Brazier counters or models must therefore be placed on the rampart, so that the attacking player can see them. An unlit brazier may be removed if no attacking model has a line of sight to it, or if the defending player wishes to move it.

Dropping Hot Coals

A brazier may be used to drop hot coals on attackers rather than for preparing other types of hot missile. The brazier needs to be lit, but does not need to be at 'working temperature'.

Two models are necessary to tip the brazier over the parapet, and the coals strike attackers in the same way as rocks (see above). However, the hot coals cause a *Strength* 4 hit. In addition, the coals will automatically ignite creatures, ladders and machines which have previously been struck by boiling oil (see below). Wooden structures such as siege machines and ladders are ignited on a D6 roll of 6 if they have not been doused in oil. See the chapter on *Fire* later in the book for details on how fire affects siege machines (p84) Ladders which are set alight are automatically *cast down* and destroyed.

Once hot coals have been dropped, the brazier is extinguished. It takes three whole turns to refill it with fuel, after which it may be relit as described above.

Preparing Hot Missiles

When the game begins, every brazier is assumed to have one batch of one hot missile type 'on the boil'. This may be indicated by placing the appropriate supply counter on top of the brazier.

The various available substances are: sand, water, oil and lead.

Once a batch has been used, a fresh batch may be prepared from the beginning of the side's following turn. Only one batch per brazier may be prepared at a time. Lead takes 6 whole turns to prepare, and all other hot missile types take 3 whole turns to prepare.

Pouring Hot Missiles

2 man-sized models are required to pour a batch of any hot missile. All models within the area of the 2″ semi-circular template are automatically hit. Effects are as follows:

Sand: Hot sand penetrates the chinks of armour and works its way into clothing, burning and irritating the skin beneath. All models hit by hot sand suffer a *Strength* 3 hit with no saving throw for armour. As with lime, hot sand does not kill models by reducing them to 0 *wounds*, but merely incapacitates them,

for one day of strategic time. Any models wounded but not killed suffer a -1 'to hit' modifier in both hand-to-hand and missile combat for the rest of that turn only.

Water: Boiling water is like hot sand, but far, far worse. It scalds unprotected flesh, soaks through armour and clothing and hurts like mad! All models hit by boiling water suffer a *Strength* 3 hit with no saving throw for armour. Unlike hot sand, this is *real* damage, and any model reduced to 0 *Wounds* by boiling water is killed. Models which are wounded but not killed suffer a -2 'to hit' modifier for the rest of that turn. Water is subject to *splashing* - see below.

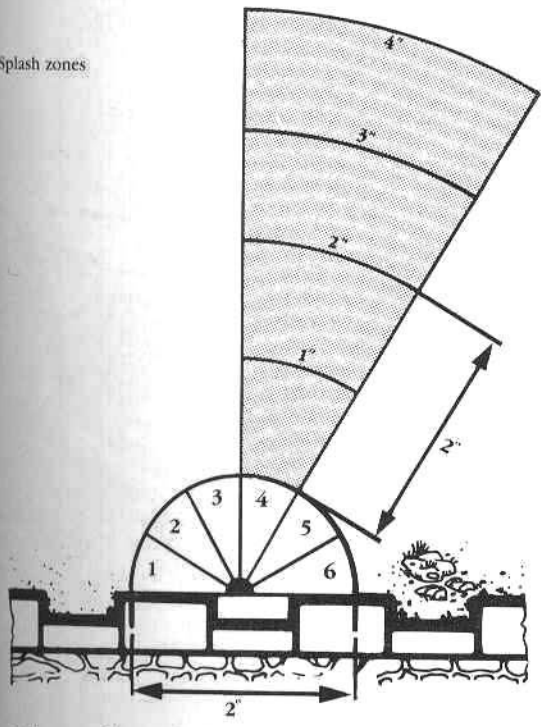
Oil: Boiling oil is even less fun than water. Not only is it very hot, it's also sticky, smelly and searingly painful. All models hit by boiling oil suffer a *Strength* 4 hit with no saving throw for armour. Any models which are hit but not killed suffer a -3 'to hit' modifier for the rest of that turn only. They also become *flammable*. Oil is subject to *splashing* - see below.

Lead: Molten lead is very hot, but cools down extremely quickly. By the time it gets to the bottom of the wall, it is virtually solid - not quite as dangerous as boiling lead, but a good thing to avoid nonetheless. All models in the template area are hit. Models climbing ladders or ascending grappling lines suffer a *Strength* 6 hit with no armour save. Other models suffer a *Strength* 3 hit with a normal armour save. Troops surviving a lead hit suffer a -3 'to hit' modifier in that combat round only.

Splashing

As stated above, oil and water poured from a rampart or battlement will hit every model within the area of the 2" semi-circular template. Additionally, roll 1D6 - on a roll of 6, the hot liquid *splashes* D4" from the edge of the template. Roll a D6 and consult the zones marked on the inner ring of the template to determine the direction in which it splashes, placing the splash template against the semi-circular template at the appropriate place. Then roll 1D4 to determine the distance of the splash in inches. All models in the splash zone take one automatic *Strength* 2 hit, with a normal armour save.

Splash zones



In this example, a splash has occurred. A D6 is rolled for direction, scoring 4. The splash template is placed against the '4' zone of the semi-circular template, and a D4 is rolled for distance, scoring 2. Every model within the first 2 rings on the splash template takes an automatic *Strength* 2 hit, with a normal armour save.

The Edge of the Template

Most dropped missiles affect every model within the area of the 2″ semi-circular template. When models are only partly within the area of the template or only partly within a splash zone, there are various ways of deciding who is hit and who is not:

1. Give each model partly in the area a 50% chance (1-3 on a D6) of avoiding the missile effect.
2. Give each model partly in the area +1 to any saving throw, or a normal saving throw if one is not allowed within the template area.
3. Allow the GM to decide such cases.

The choice of methods is left up to the GM to decide.

Moving Missiles around the Castle

Missiles are distributed around the castle at the beginning of the game, as the defending player desires. They may be moved during the game if the defending player wishes.

Missiles are assumed to be kept in containers of some sort, such as barrels, cauldrons or baskets. Each barrel may contain up to 5 batches of a single type of missile. 2 models may carry a barrel or other container at normal rate.

Boulders and braziers are an exception to this rule - they are only ever moved singly.

Braziers may be moved while lit, but a D6 should be rolled for each brazier at the end of a movement phase in which it has been moved. On a roll of 6, something unfortunate happens; roll the D6 again:

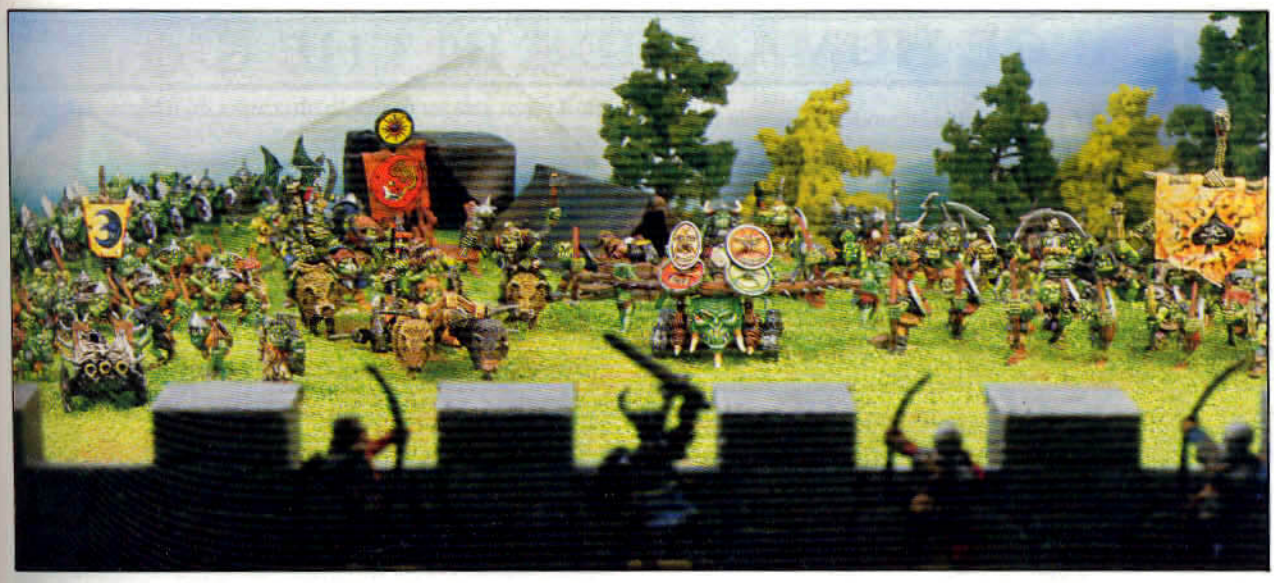
1-3	The brazier goes out.
4-6	The models carrying the brazier drop it. Each model takes 1D3 *Strength* 4 hits. The brazier goes out.

If a barrel, boulder or brazier is being transported up or down a stairway, no other models may use the stairway during that movement phase. Ladders may not be used to move braziers; when barrels or boulders are moved via ladders, roll a D6. On a roll of 6 the ladder breaks - it is *cast down* and destroyed, and the barrel or boulder and its attendant models are left in the lower section/level.

"Sonnstill Summer Solstice, 2399. Although we have not yet begun to run short of arrows - the enemy have kept a steady supply coming over the walls for the last three months - we have learned to use alternative missiles whenever the foe are close by. We had a plentiful supply of boulders at the beginning of the siege, and these have been augmented by the masonry of the lost north-east tower. These will smash a ladder or a battering ram shelter most effectively. For the larger siege towers the enemy has begun to construct, we use oil, pitch and fire, although the foe have had some success in flame-proofing their latest constructions. We have used lime, hot sand - even a bees nest.

These methods have kept us safe for 98 days, and have caused the enemy to lose over 200 fighters."

Journal of Ilich Meinbach, p 83



Above:

Not a pleasant sight to wake up to! Rampaging hordes of Goblins and Orcs descend upon the walls of a fortress. Heavy support is well to the front, together with some rather fetching banners and shield designs.

Below:

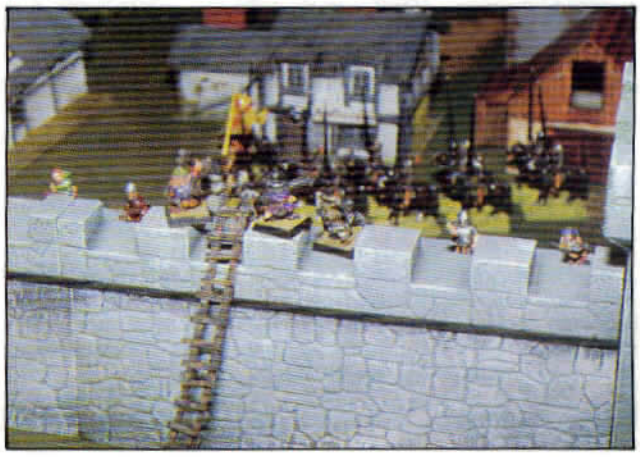
Defending the flag - a splendid battle scene by Angus Fieldhouse.

Below:

Here the scattered defenders prepare to meet the first wave of attackers carrying log-rams.

Bottom:

Assault by ladder. This tactic really requires concerted effort to pay off - a single ladder can easily be blocked or pushed away as this attacker is about to find out.



LARGE HUMANOIDS IN THE GAME

The rules given so far assume that all models represent human-sized humanoids - that is to say, humanoid creatures under 10' tall, like Goblins, Elves, Dwarfs, Orcs and so on. This does not mean that large humanoids like Ogres and Giants have no place in the siege game, and this chapter provides certain special rules which are used when dealing with large humanoids.

OCCUPATION AND MOVEMENT

Obviously, large humanoids take up more space than human-sized creatures, so large humanoids are counted as 2 or more models for purposes of movement and occupation limits. The following chart summarises the types and shows their size ratios:

Creature	Size ratio
Ogre	2
Minotaur	2
Troglodyte	2
Troll	2
Treeman	4/8
Giant	*

Notes:
Treemen have two values. They have a value of 4 when occupying or moving between *courtyard* sections or along *ramparts* or *battlements*. When moving through other section/levels, doors or gates, they have a value of 8. This reflects the fact that Treemen are very inflexible, and find it difficult to move through doors or enclosed spaces.

* No value is given for Giants, because their size can vary a great deal. A Giant will count as a number of models equal to its **S** score, which ranges from 6-8.

CONCEALMENT

Large humanoids can tower above battlements and ramparts, so they are only *concealed* under the following circumstances:

1. If they are within an *enclosed* section/level such as a tower level (**T1** or **T2**).
2. If they are within the courtyard, large humanoids are concealed from troops outside the castle, and vice-versa.

Large humanoids on ramparts and battlements are *always* exposed.

BLOCKING

Large humanoids cannot block a doorway; although they can do so physically, the space in a doorway is too confined for them to fight effectively.

A large humanoid may block a gateway section/level (**G1**) or a breached wall (see p38). However, in this special type of blocking action, the creature may be faced by a number of human-sized enemy equivalent to its size ratio. For example, a Troll could be faced by two Humans.

Large Creatures may block a ladder or grappling line like any other model.

MISSILE HITS

A large creature is more likely to be hit by missile fire than a human-sized creature in the same section/level. Distribute hits randomly as normal, but count the creature as equivalent to its size ratio. So a Troll, for example, is twice as likely to be hit because it counts as 2 models.

CARRYING

A large humanoid counts as the number of men equivalent to its size ratio when carrying ladders, log-rams and other equipment, and when dropping missiles from ramparts or battlements.

SPLIT-LEVEL ENGAGEMENTS

Because some large humanoids are very tall, it is possible for them to stand on the ground in front of a wall and wield a weapon against troops defending ramparts. This counts as an *engagement* (see *Combat in the Castle*, p 23), even though the attacker remains outside the castle. The following rules apply:

1. Large humanoids must have a size ratio of 3 or more to make split-level attacks against level 2. A size ratio of 6 or more is required to make split level attacks against level 3. Split-level attacks are not possible against level 4 or higher. It is not possible to make a split-level attack against a *battlement* section since defenders could easily stand back out of the giant's reach.
2. To initiate the engagement, the large humanoid must charge into base contact against the wall section.
3. During the engagement the defenders may claim the +1 'to hit' for being *embattled*. They may *not* claim the +1 'to hit' for *advantage of ground*.
4. The number of large humanoids permitted to enter a split-level engagement against a section/level is limited by the base size of the models and the length of the section. A creature must be in at least partial base-to-wall contact in order to fight. Where two adjacent split-level engagements are taking place, and a large humanoid is in base contact with both sections, the GM must decide which one it may attack.
5. A large humanoid may only make one attack per round in a split-level engagement, regardless of its **A** score.
6. A large humanoid may not initiate a split-level engagement if a normal engagement is in progress in the section/level, *except* when the existing engagement is concerned only with *blocking* ladders, grapples, etc. Attacks from a large humanoid may not be directed against an engaged *blocking* model.
7. Human-sized troops on the same side as the large humanoid may not enter a section/level in which a split-level engagement is taking place. Human-sized troops on the opposing side may enter and join in, subject to the normal movement and access rules. Any model in the section/level during the *hand-to-hand combat phase* may be struck by the large humanoid.
8. A large humanoid remaining in base-to-wall contact below an empty rampart section/level may initiate hand-to-hand combat against any models moving into the rampart section. It does not have to charge; the engagement begins as soon as the rampart is occupied.
9. Either side may *retire* from a split-level engagement, *even if* the previous combat round was lost.

CLIMBING

A large humanoid with a size ratio of 4 or more may move from the ground level onto a level 2 rampart or battlement by climbing. A climbing model must begin its movement phase within 2" of the wall, and is moved straight onto the rampart. If the rampart is occupied by enemy troops, the large humanoid may be *blocked* just as if it was using a ladder or grappling rope. A single large humanoid may be blocked by the number of human-sized creatures equal to its size ratio, and may only attack the blocking models.

A climbing large humanoid may make only a single attack regardless of its **A** score, and may not use a shield.

A large humanoid with a size ratio of 6 or more (i.e. only a Giant) may attempt to climb onto a level 3 structure. The model may move up the outside of the castle to level 2 during a single movement phase, and may then move up onto level 3 in the following movement phase. Meanwhile, the Giant may be shot at or struck from the windows of any level 2 section it passes. The normal limits for firing from windows apply to firing *and* combat blows. So, 4 models may shoot *or* strike blows. They may not do both, and all must either strike or shoot. All hits are automatic, and the Giant may not attack while climbing.

A Giant slain when climbing will fall back to the ground. Place a fallen Giant template in the centre of the base part of the section, with the feet towards the wall. Roll 1D6 to see how many inches the template is moved to the left and another to see how many inches it moves to the right. Then roll 1D6 and halve the score - move the template this many inches directly away from the wall. Any models underneath the template are hit, according to the normal fallen giant rules in the main **Warhammer Fantasy Battle** rulebook.

STRUCTURAL DAMAGE

A creature with a high enough *Strength* score may attack the section/level itself. Large creatures may also attack gates and try to smash them down. A *Strength* of 7 is necessary to attack section/levels, and a *Strength* of 5 is necessary to attack the gate. The creature must be in base contact with the wall, tower or gate, and all hits are automatic. Each attack that causes damage reduces the relevant *defence points* total by 1.

CENTAUROIDS

Human-sized centauroids, such as Chaos Centaurs and Zoats, are not normally counted as large humanoids, but some special rules are necessary for dealing with them in the confined space of a castle. They are counted as large humanoids for the following rules in this section:

Movement and Occupation: Both races count as 2 models.

Blocking Gateways: Human-sized centauroids may block gateways as large humanoids. They may face up to 2 models.

Carrying: Human-sized centauroids count as 2 models when carrying log-rams, ladders and other equipment, but do *not* count as 2 models when dropping missiles or when moving lit braziers.

Grand Count Vassily of Omensk was present at the siege of Patragresk in 2277, when a giant kicked a hole in the wall, and the city perished. He determined at once that the same should not happen to his own beloved city, and so he spent all his fortune on having a wall built that was as tall above a giant as a normal wall was above a man. It was one of the marvels of the age. Sadly, we can only view the ruins of the Castle of Omensk today, after the city was sacked by the Firey Brand orc tribe, and the Whisprensk Giant Gymnastic Team and their Pyramid of Death...

This Page

Left top: A shambling Chaos horde led by a Chaos Champion and ably supported by an Ogre Centaur. The figures and very fine banner are from Bryan Ansell's large Chaos army.

Left: A stockade and camp has been used to represent the attacker's lines. The wooden stockade is balsa - note the embrasure for a cannon.

Below left: This shot demonstrates how plywood movement trays can be used to move whole units at once. When battle is joined it is an easy matter to remove the tray.

Below right: This assault tower has a dropping gangway designed to allow models to move directly onto the ramparts. When moving forwards the gangway is raised to protect sheltering troops from arrow fire.

Bottom: This impressive array of Old Worlders comes from the collection of Dave Andrews. You can see many excellent ideas for banner designs amongst this lot.

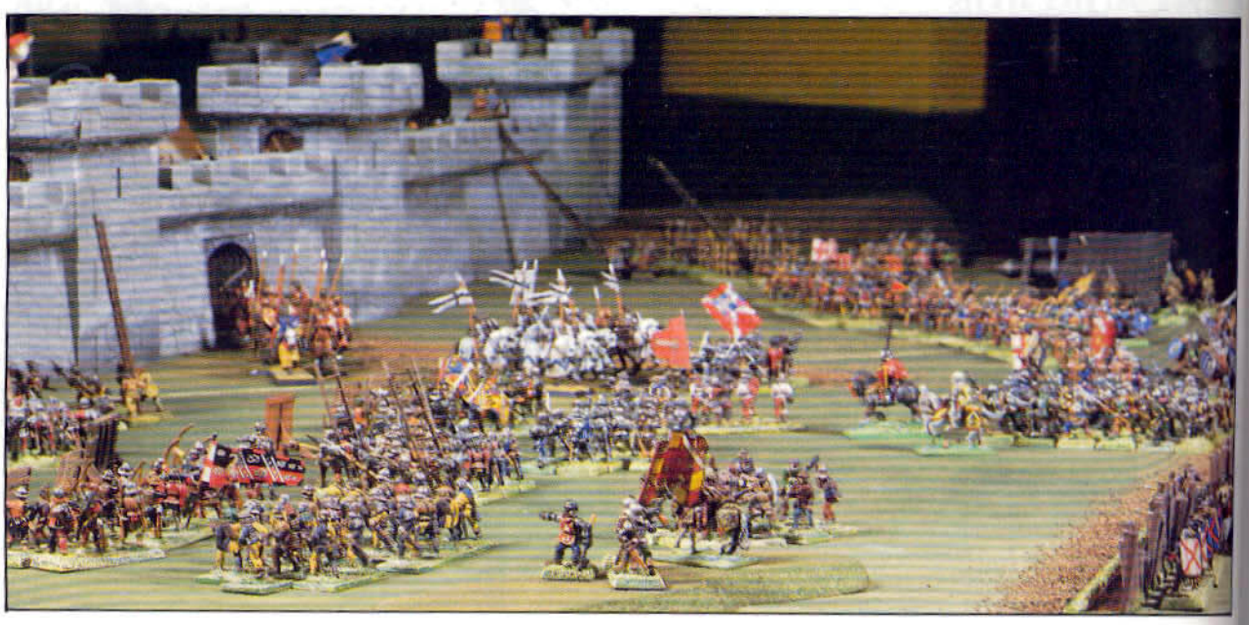
Opposite page:

Three shots from the playtest of the Defence of Caraz Lumbar (pp53-55).

Top left: Grimsmirk Danglejaw & Orc Warriors paying a social call on the Dwarf stronghold.

Top right: Orc gatecrashers use ladders to find an alternative entrance.

Bottom: The scenario in full swing - Generals Ansell & Andrews make last minute adjustments under the eagle eye of Rick Priestley.



STARTING THE GAME

So far, we've looked at the internal design of the castle, and how troops are moved from section to section and from level to level. We've examined hand-to-hand combat, and taken a look at assaults using ladders, grapples and rams, as well as dropping various unpleasant things on people's heads. And we've seen how large humanoids affect the game.

Later on, we'll examine other aspects of siege warfare, such as mining, supplies and siege machines. We'll also be looking at other designs of castle, and how the Citadel Castle set can be modified to make a wide range of fortresses.

But before we go any further, let's fight our first siege game. This will help you familiarise yourself with the rules so far and the special terms associated with them. This is a simple game in siege terms, but all siege games are relatively complex compared to *Warhammer* field battles.

SELECTING FORCES

The forces for a siege are selected using the standard points value system; and the **Warhammer Armies** book will also come in handy. There are a few new items available to both sides, and there is also the castle itself. The points values of special items (such as rams, ladders, braziers, and so on) are given below.

The Castle

The points value of a castle is taken into account simply by halving the number of points available to the defender. For example, 500 points of defenders will be faced by 1000 points of attackers. The more defenders there are, the more points a castle is worth. After all, a castle defended by a single man is hardly defensible, while one occupied by three or four hundred troops may be practically unassailable!

Special Equipment

The following items may be purchased by a player prior to the game. They are paid for from the points allocated to rank and file troops in the relevant army list.

Item	Points
Brazier	25
Log ram	10
Ladder	10
Grapple and line	5
Water (per batch)	2
Oil (per batch)	5
Lime (per batch)	4
Sand (per batch)	4
Rocks (per batch)	2
Boulders (each)	3
Lead (per batch)	5

The Defender

The defending player selects his troops according to the **Warhammer Armies** book, or in another mutually agreed way. The defender is permitted half the points value of the attacking forces. In our example we will allow the defender 500 points and the attacker 1000 points.

The defender may spend any points from his *Rank and File* allotment on special equipment from the table above. The defending player takes the relevant supply counters.

Remaining points are spent on troops in the usual way. Troops are organised into units, with a limit of 12 models per unit. The player takes *two* sets of unit counters - one for his own castle map, and one for the GM's castle map (the Master Map) - allotting each unit an individual record number.

The defending player secretly places one set of counters on the castle map, including any supply counters such as braziers, batches of dropped missiles, and so on. The GM then prepares the Master Map from the player's map. It is not strictly necessary for the GM to use supply counters, although he may do so if he wishes.

The Attacker

The attacker then selects his forces from **Warhammer Armies**, or according to some other method, if all players have previously agreed to this.

Any special equipment must be purchased from the *rank and file* points allotment, with reference to the table above. Don't worry about not having enough siege machines - many of these can be built during tactical time (see p 80). The attacker must place specific items, such as log rams, with specific units before the game begins.

The attacking player then organises his forces into four *divisions*. Each division corresponds to one point of the compass - N, S, E and W - and also to one edge of the tabletop. One table edge must be nominated as the north edge. For the sake of convenience, we have adopted the convention of always having the castle's gates oriented north -south, but feel free to amend this in your own games. Each division may contain between none and all of the besieging forces. The forces allocated to each division must be listed under the appropriate heading: N, S, E or W. The attacker places no models on the table until the first turn of the game.

BEGINNING THE GAME

From turn 1, the attacker may bring any unit or units of troops onto the table. The player does not have to bring all or any units onto the table in the first turn if he does not wish to do so.

Units may be brought onto the table at the beginning of any turn. A unit may only enter at the table edge corresponding to its division: a unit from the north division may only enter the table from the north table edge, and so on. Units intending to enter the table during the turn should be underlined on the player's list of units and crossed off when they are placed on the table. Models may be placed anywhere along the table edge, with the rear rank lying directly along the edge of the table. Note that they must follow the standard rules on formations and unit coherency.

Bringing a unit onto the table uses its full movement allowance, and a unit may not enter the table and move in the same turn. The unit is considered to have moved from an off-table position on to the table, and counts as having moved for purposes of missile fire.

VICTORY

The game may be played for a set number of turns or a set length of time. For a set number of turns, you might allow 5 turns in total or 1 turn for every 200 points of attackers, whichever is greater. Obviously, if you have an entire weekend to fight a game you may wish to fight to the bitter end... it's up to you!

Victory may be calculated by adding up the points value of the troops remaining on each side, not counting routed troops. Then calculate points as follows:

1. Sole Occupation
Double the value of troops in *captured/held* section/levels - those in which there are no enemy troops. Courtyard sections may be captured/held in the same way as other section/levels

2. Claimed Section/levels
Gain 10 points for each *empty* section/level connected to a *captured/held* section/level - these are said to be *claimed*.

It is not possible for both sides to claim the same section/level. If both sides are in a position to do so, the side with more *captured/held* section/levels adjacent to the claimed one, wins it. If both sides have the same number of adjacent captured/held section/levels, that which has the greater number of troops in these section/levels wins the claimed section/level. Large humanoids count as equivalent to their size ratio.

Courtyard sections may be claimed in the same way as other section/levels.

3. Collapse

The attacker gains 25 points for each collapsed section/level.

THE DEFENCE OF CARAZ-LUMBAR

In a distant, steep-sided and forbidding valley in the Worlds Edge Mountains stands a decayed and neglected property. Abandoned and almost forgotten, this unwelcoming pile of stones is visited by no-one save the mountain birds and the occasional misdirected (and consequently rather miffed) Imperial messenger.

It was not always so. Once, this stony edifice was one of many border fortresses, the very backbone of a defence system that separated the Dwarven realm of old from the untamed forests of the west.

Once, the battlements of the fortress of Caraz-Lumbar echoed to the angry chatter of steel, and the sudden scream of iron upon iron. The Dwarven Realm was crumbling, and carrion of all kinds crowded in to squabble over the crumbs. One such crumb-picking crowd was the horde of Bogrot Stuntybane: a rag-tag army of Orcs and Goblins supported by the Giant Grimsmirk Danglejaw of Dogs Bottom Down.

Dumwin Stoutbelly and his stalwart Dwarven garrison stood before the hordes of Goblinkind and were inundated in a final, heroic - and fatal - battle. The overwhelming numbers of Bogrot Stuntybane's green-skinned fiends captured Caraz-Lumbar, as they had a dozen other Dwarfholds that summer.

Today, the final battle of Caraz-Lumbar is remembered in the *Lay of Lipstrangle*. This beautiful and haunting ballad traces the actions of one Quango Lipstrangle, the Halfling cook who, according to legend, stemmed the Orc attack on the west wall by heroically pouring a cauldron of boiling oxtail soup onto the scaling teams below. A memorial to the defenders now stands upon the spot where Dumwin Stoutbelly fell to the Giant Grimsmirk Danglejaw. The moment is touchingly recalled in the Lay:

'Nay! Hold! Go back!' thus spake the Dwarf,
Through all the smoke and fire,
'Avaunt! Arroint! Go home! Naff off!
Depart or face my ire!'

Then Danglejaw surveyed the breach
And dragged his body through,
Espied the Dwarf and judged his reach
Then bit the fool in two.

Recreating The Battle

Who would dare to try to recreate the events of that far-off summer's day? Certainly, we cannot be sure of the forces involved, for the garrison was wiped out completely and the Orcish counting system runs 'one, two, some, lots, er...' Nor can we really know what happened before the gate of Caraz-Lumbar - the *Lay of Lipstrangle* was not composed until several decades later and, in the absence of eye-witness accounts, must remain a dubious source at best. Nonetheless, the legend forms the basis for a fine siege game between Goblinoids and Dwarfs.

Caraz-Lumbar is represented by the standard Border Fortress layout. The Orcs, naturally enough, are the attackers, and the Dwarfs are the defenders. The approximate forces involved are given below, and command sheets are given at the back of the book. The GM may substitute any unit for other troops of an equal points value if desired.

The Dwarven Defenders (500 points)

Dumwin Stoutbelly - Chieftain (Level 10 Dwarf Hero)	
Hand weapon, heavy armour, crossbow and shield.	102 points
Quango Lipstrangle - High Tabler (Level 10 Halfling Hero)	
Hand weapon and short bow.	40 points
Imperial Dwarfs - (5 Dwarven +2 shock elite)	
Hand weapon, heavy armour and shield.	140 points
Dwarf Warriors (8)	
Hand weapon and light armour.	80 points
Dwarven Death-hailers (8 Dwarven Crossbows)	
Hand weapon and crossbow.	88 points
1 Brazier	15 points
5 Batches of water*	10 points
5 Batches of rocks	15 points
5 Batches of stones	10 points
Total points value: 500 points	

*One batch is actually oxtail soup, but is treated as boiling water for the purposes of the rules.

The Dwarf player must distribute his forces on the castle map before the game begins. The Dwarf warrior types operate in units. The character models may be attached to a unit or may act independently.

The Goblinoid Attackers (1000 points)

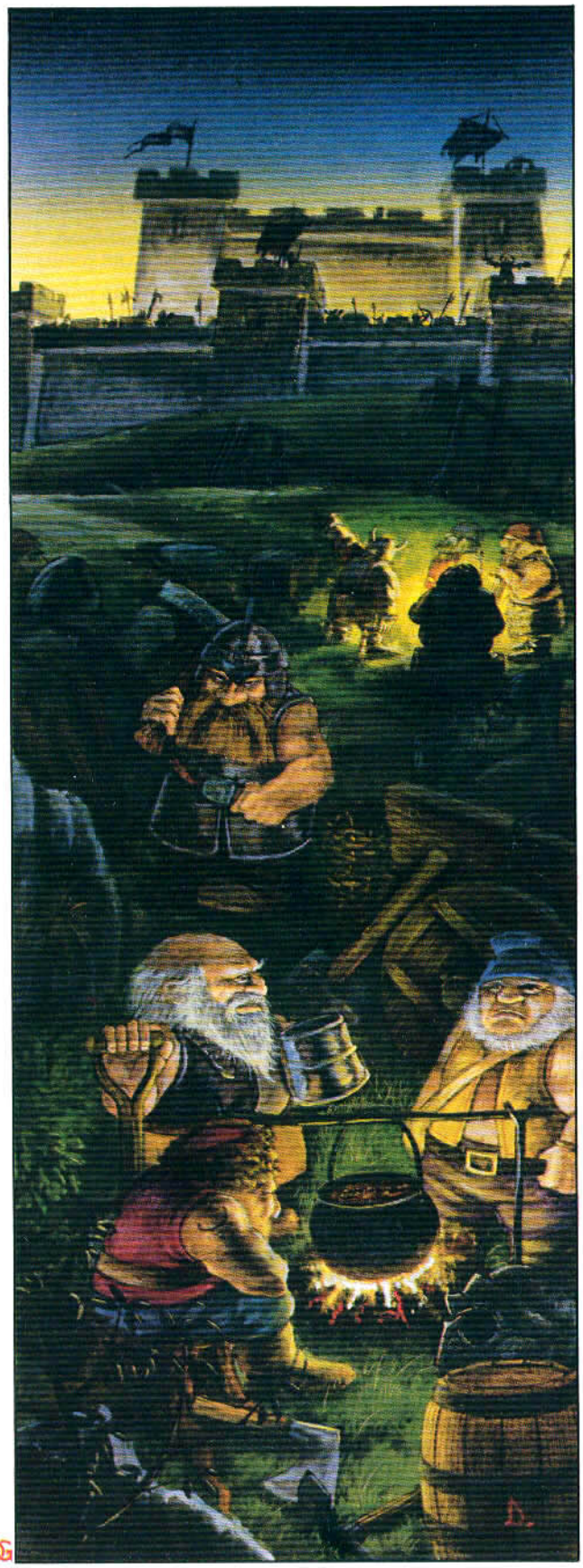
Bogrot Stuntybane - Level 20 Orc Hero	
Hand weapon, heavy armour and shield.	132 points
Grimsmirk Danglejaw - Giant	250 points
3 Rippers - (Level 10 Orc Heroes)	
Hand weapon, heavy armour and shield.	207 points
Der Ladz - (20 Orc Warriors)	
Hand weapons, light armour and shield.	170 points
Arrer Ladz - (10 Orc Archers)	
Hand weapon and bow.	75 points
Gobboes - (30 Goblins)	
Hand weapon and shield.	90 points
Gobbo Warriors - (10 Goblin Warriors)	
Hand weapon, shield and light armour.	40 points
Stikkas - (22 Goblin Archers)	
Hand weapon and short bow.	66 points
10 Scaling ladders	100 points
20 Grapples	100 points
2 Log rams	20 points
Total points value: 1000 points	

The Orc player must arrange his troops into units of the same troop types. Units need not be the same size, and need not comprise all the troops of a particular type; for example, the 22 Goblin Archers might be in one unit of 22, two units of 11, two of 7 and one of 6, one of 4, one of 7 and one of 11, or any other combination. Character models may be attached to units as champions and leaders, or may operate as individuals.

Once the player has arranged his forces into suitable units, the units are spread among the N, S, E and W divisions, as described earlier. Log rams, grapples and ladders must be placed with specific models before the game begins.

And then, the battle is ready to start!

INTRODUCING THE STRATEGIC MAP



We have already seen how the attacking side is divided into four forces, corresponding to the four table edges and the four points of the compass. This simple system, as used in the *Defence of Caraz-Lumbar*, is an ideal way of representing a straightforward assault. It is, however, unsatisfactory for representing larger or more involved sieges. It does not, for example, allow the besieger to move troops around the outside of the castle, or to build and use long-range siege weapons.

In order to overcome these limitations, we shall use another map. This is called the **strategic map**. The strategic map is used to control the movement and activities of besiegers around the castle.

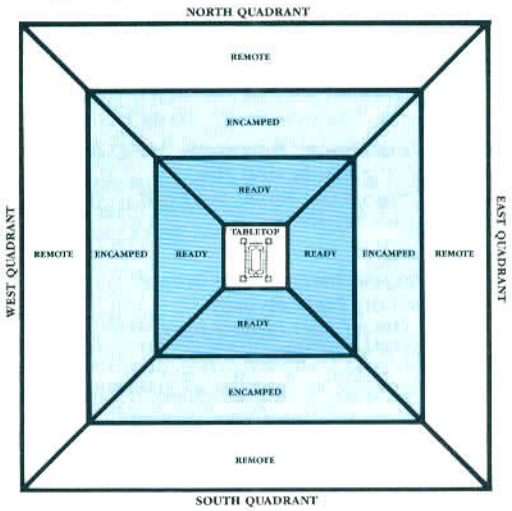
THE STRATEGIC MAP

The strategic map shows a schematic plan view of the area around the castle. The attacking player is given a strategic map before the game begins; you will find a blank strategic map at the back of the book. During the game, the player uses the map to record the positions and movement of his troops. Like the defender's castle map, the attacker's strategic map should be concealed from the enemy at all times.

Quadrants and Zones

The strategic map shows the area around the castle. Although castle designs can vary, the same strategic map can be used for almost all siege games. The map is divided into four *quadrants* - N, S, E and W - corresponding to the four edges of the gaming table.

The Strategic Map



Each of the four quadrants is divided into three *zones*. From the table edge to the centre, these are Remote, Encamped and Ready. Zones play an important role in moving besieging forces around the castle and into combat, as will be seen.

UNIT COUNTERS

Just as the defending forces are represented by unit counters on the castle maps, the attacking forces are represented by unit counters on the strategic map. Character models and siege engines may be represented by individual counters. Counters representing character models and equipment associated with a unit should be placed underneath the unit counter. The entire unit, including characters and equipment, then moves as if it were a single counter. Units comprising several types of counter move at the pace of the slowest.

Deployment

At the start of the game, the attacker takes unit counters to represent his forces, and deploys them on the strategic map. This supercedes deployment on paper, as used for *The Defence of Caraz-Lumbar* in the last chapter.

Each unit must be deployed in the Encamped zone corresponding to its division. These four zones represent areas behind the attacker's own lines (off the table), comprising his tents, baggage, and so forth.

Once the attacker has deployed, the GM informs the defending player if he is *aware* of any troop concentrations, engines, etc. Just as the besieger can sometimes be aware of defenders in the castle, the defenders may be aware of troops or machines around the castle. This is explained fully in the section on page 58, entitled *Strategic Awareness*.

Once the defender has been made aware of troops or machines as appropriate, he may deploy his troops on his castle map.

STRATEGIC MOVEMENT

The attacker takes one turn on the strategic map for every turn on the tabletop. The attacker makes strategic moves before tabletop moves, placing any units on the edge of the table as they move from the Ready zone onto the tabletop.

Moving Between Zones

A unit may move between two adjacent zones of the same quadrant during a turn - from Remote to Encamped or Encamped to Ready, for example. Moving a unit from the Encamped to the Ready zone represents the unit breaking camp, forming ranks, and advancing upon the castle. Moving to the Remote zone represents a unit foraging for supplies or patrolling the surrounding countryside (see page 60).

A unit may move from the Ready zone of a quadrant to the corresponding table edge. A unit moving off a table edge is placed in the corresponding Ready zone.

Note: Whenever we use the word 'unit' when talking about the strategic map, associated characters and equipment are assumed to be included. Each unit of troops is moved with its associated characters and equipment, as if it were a single counter.

Moving Between Quadrants

A unit may move from an Encamped zone to an adjacent Encamped zone.

A unit may not normally move from a Remote zone to an adjacent Remote zone. However, this is allowed under some special circumstances, as discussed later (p60).

A unit may *never* move between two adjacent Ready zones.

Strategic Movement Limitations

Mobilising troops on the strategic map requires precise organisation and timing; troops must break camp, orders have to be issued and positions verified. We represent this by restricting the number of units the attacking player may move during a turn to 1D6. The player has a free choice of which units to move, and may move fewer units than allowed if desired.

No unit may be moved more than once per turn.

Character Models

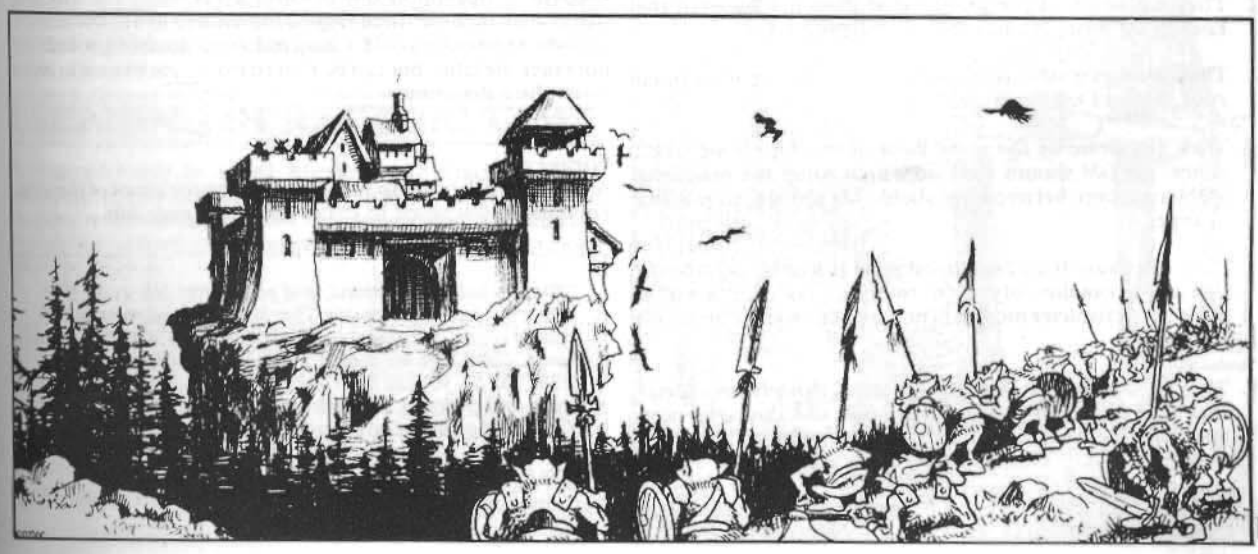
Character models associated with units are moved with their parent unit, as a single move.

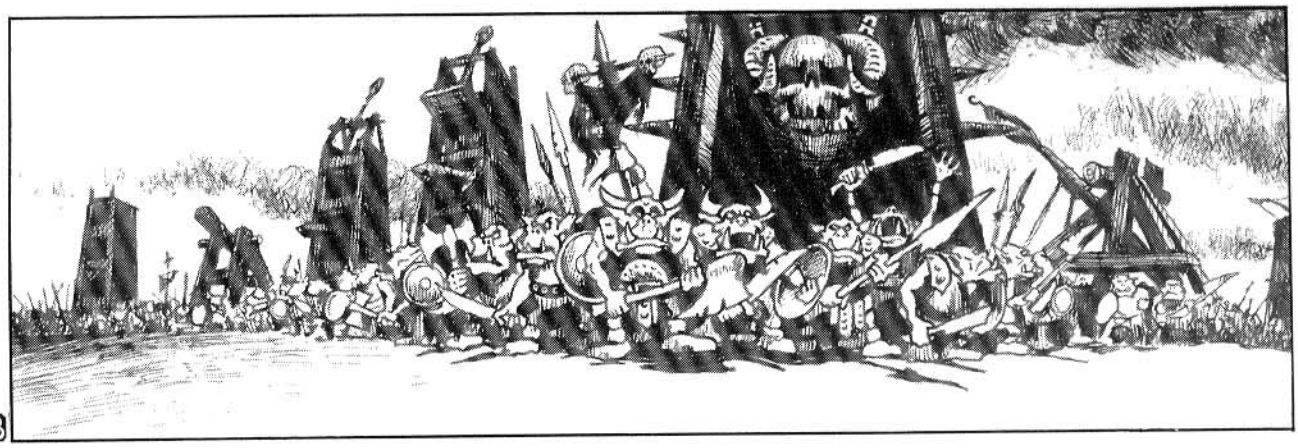
Individual non-associated characters do *not* count as units, and may move once per turn. They do *not* count toward the number of units moved, and moving a character counter does not reduce the number of units that may be moved.

A character model may be dissassociated from a unit if the player wishes. The player declares his intention to the GM. The model is dissassociated from the beginning of the player's next turn - its counter is moved separately and placed separately on the strategic map.

MISSILE RANGE

Zones on the strategic map are considered to be beyond the range of normal missile fire from the castle; some engines of war may fire upon or from the Ready zone, as described later (see p63)





STRATEGIC AWARENESS

As explained in the chapter on *Using the Castle Map*, besiegers on the tabletop can see exposed defenders, and may be aware of concealed defenders. Besiegers on the strategic map *cannot* be aware of defenders in the castle.

Defenders, however, may be aware of besieging troops on the strategic map - it is possible to see some way from the castle's ramparts and towers. Look-outs among the defenders are able to observe much of the surrounding area, including the siege lines and the besieger's camp. The besiegers will, of course, try to keep troop movements and activities as secret as possible. They may go so far as to light phantom camp-fires for troops that aren't really there, or open up false mine-heads without starting any real tunnelling.

It is up to the GM to adjudicate the awareness rules, informing the defending player of activity in the various zones, as appropriate. The following guidelines should be borne in mind:

The Remote Zone

Defending troops are never aware of actvity in the Remote zone.

The Encamped Zone

Defending troops can discern only vague details concerning Encamped zones.

1. They are aware of the presence of siege machines in the Encamped zone, but not their number or type.
2. They are aware of earthworks (see p80) in the Encamped zone, but not their number.
3. They are aware of the movement of machinery between zones; the GM should indicate which zones the machines are being moved between, but should not reveal their number or type.
4. They are aware if an Encamped zone is *weakly occupied* - that is, if it contains only one or two units, not counting non-associated character models. They are not aware of unit sizes or types.
5. They are aware if an Encamped zone is *densely occupied* - that is, if it contains 10 or more units, not counting non-associated character models. They are not aware of the precise number of units, their sizes or types.
6. They are *not* aware of the presence of non-associated character models in an Encamped zone.

The Ready Zone

Ready zones are closer to the castle than Encamped zones, but still not close enough to allow the defenders to identify troops very easily. The following rules apply:

1. Defenders are aware of any unit occupying a Ready zone, and are able to estimate its numbers to the nearest 10, and to tell if it is on foot or mounted. They can tell nothing else about the unit.
2. Defenders are aware of any large (over 10 foot-tall) creatures in a Ready zone, and can tell whether or not they are humanoid; that is all.
3. Defenders are aware of earthworks in a Ready zone, and are able to count them.
4. Defenders are aware of individual construction projects in a Ready zone which are not shielded by earthworks. They are not able to tell what is being constructed.
5. Defenders are aware of war machines in a Ready zone; the can count them, but cannot determine their type or crew size.

Special Movement and Awareness Rules

Camp followers

Every besieging army has its train of camp followers. These comprise a motley assortment of individuals such as spouses, children, beggars, and sutlers (unofficial provisioners, tolerated by the authorities so long as they aren't too blatant and don't keep the troops supplied with too much alcohol). The attacking player may include these ragged individuals as a single unit on his side, at no points cost. Camp followers do not fight and may not enter the table, but can be moved from zone to zone in order to confuse the enemy.

Foragers

Any unit may be sent to forage in the Remote zones of the map. Foraging is discussed in detail later (see page 60) .

"Stunties hide unnerground, and pansy-elves hide in the trees. Thas why I prefers yer 'umans. They builds sorta 'ollow rocks, with 'oles for comin' and goin' fru. They builds 'em on hills where you's have to climb a bit, but at least they's in the open where a lad can get at 'em. So, you can lob a few rocks at the walls, bash frew the holes, and get in there to nick all their gear, wivvout wunderin' if the roof is gonna fall on yer nut or if you's gonna fall off a branch. I like bashin' 'uman places. Only they don' call it bashin'; they calls it a seej."

Enz Splitter, noted Orc strategist (deceased)

STRATEGIC TIME

Historical sieges were often long drawn-out affairs, lasting many months. This comparatively slow pace of action gave the besiegers plenty of time to dig mines, construct siege engines and even build their own fortifications. These activities are part and parcel of siege warfare, and our game would be incomplete without them.

In the normal course of a wargame, each turn represents only a short period of time, typically a few minutes. Obviously this time scale is far too short to allow us to recreate mining, construction and other laborious activities. Therefore, in order to accommodate these vital aspects of the siege, we shall introduce the concept of *strategic time*.

HOW STRATEGIC TIME WORKS

The attacking player may declare a change from normal to strategic time whenever there are no attacking models on the table - assuming, of course, that the attacking force has not been utterly annihilated! Strategic time may *not* be declared if there are any attacking models on the table, and similarly, no attacking models may be moved onto the table *during* strategic time.

Once strategic time has been declared, each turn represents a whole day of activity. It is assumed that the current day ends with no further events, and strategic time is counted from the beginning of the following day.

Strategic time involves no combat, although siege engines may continue to fire (see p64), but they cannot move *and* fire during the same day. The main purpose of strategic time is to allow the besieger to construct engines, dig tunnels and forage for supplies. These operations are described in detail later.

When counters move in strategic time, troops are assumed to be doing far more than simply moving. Their movement also subsumes breaking camp, recamping, maintaining equipment, eating and going about other daily routines. Troops therefore move relatively slowly in strategic time compared to normal game time.

None of the besieging forces may move onto the tabletop whilst strategic time is in operation.

In practice, the besieger uses strategic time as a respite to organise, regroup and prepare for an assault. For example, the besieger might spend 5 days digging mines and pounding the castle walls before unleashing his troops onto the tabletop in a direct assault.

BREAKING STRATEGIC TIME

Strategic time may be ended whenever the attacking player wishes. He simply declares a move to normal game time, and the game reverts to normal time on the same day. The attacker *must* declare a return to normal game time before moving troops onto the tabletop.

STRATEGIC MOVEMENT

As mentioned above, strategic time is reckoned in days; strategic movement (movement during strategic time) is reckoned accordingly.

Note: that this is *not* the same as movement on the strategic map during normal game time.

During a day, a unit may be moved up to 3 times. A non-associated character may move anywhere on the strategic map, except for the *table* space. An engine may be moved once, provided that it has not fired that day (see p57).

The normal inter-zone movement rules apply every time a unit moves. So, units may move from zone to zone within the same quadrant, or between adjacent Encamped zones of different quadrants.

All foraging units (see p60) move as normal, but *must* end each day's movement in an Encamped zone. If a foraging unit is not within an Encamped zone after its third move, it is automatically moved into the adjacent Encamped zone.

Once strategic time has been declared, the defending player may rearrange troops within the fortress in any manner he chooses.

MINING

All mining operations are conducted in strategic time. They are fully described in the chapter on *Construction* (p 78).

> *"They're out of arrows men, they're out of boiling oil. They've used the molten lead, and the baked sand, and the furniture. They've nothing left to defend themselves with! So, up, my lads, and today Faenasti will be ours!"*
> ***Count Rudolf von Alptraum, at the siege of Faenasti in the Border Princes, during the War of the Barrel, 2319-20. The Count was killed when the defenders of Faenasti levered part of the wall onto his head.***

FORAGING

Foraging is a vital means of gathering supplies, and is necessary both to keep troops in the field and to construct siege machines. Attacking units may be sent to forage the surrounding countryside to gather supplies. This may involve commandeering livestock, foodstuffs, wagons and so on from local farmers, and possibly even pressing the farmers themselves into service as labourers.

For the purposes of the game, these things are all known as *supplies*, and the quantity of supplies is expressed in *supply points*. Supply points are used to build war machines and feed troops (see *Supplies* pp 75 and 80).

Foraging is a time-consuming business, and units may only forage effectively in strategic time. Any unit may forage, but non-associated characters and machines may not.

In order to forage, a unit is moved into a Remote zone on the strategic map, and the player declares his intention to forage. Once in a Remote zone, the unit counter is not moved in the usual way. Instead, the player rolls a D6 for each following strategic move:

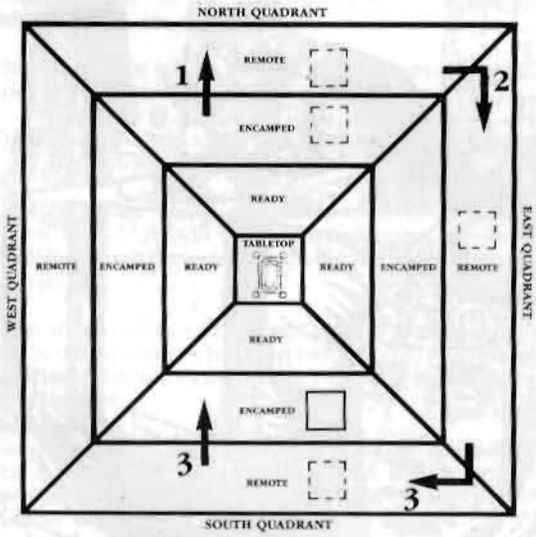
1-2	Move clockwise into adjacent Remote zone
3-4	Move anti-clockwise into adjacent Remote zone
5-6	Remain in same Remote zone or move to Encamped zone and end foraging (player's choice).

Note that all foraging units *must* end each day's movement in an Encamped zone. If a foraging unit is not within an encamped zone at the end of its third move, it is immediately moved into the Encamped zone of the same quadrant.

SUPPLY POINTS

Every foraging unit in a Remote zone at the end of a move during strategic time may gather supplies. The player notes that the unit is gathering supplies, but does nothing else until the unit stops foraging and returns to an Encamped zone. At this point, the player rolls 1D6 for every strategic move spent foraging in a Remote zone; the score indicates the number of supply points gathered by the foraging unit.

For example:



Move 1 - a unit moves into the Remote zone of the north quadrant. The player announces that it is foraging.

Move 2 - the unit moves into the Remote zone of the east quadrant (D6 roll of 2).

Move 3 - the unit moves into the Remote zone of the south quadrant (D6 roll of 1). Since this is the end of the day, the unit must return to the south Encamped zone.

Since the unit has spent 3 moves foraging (although move 3 technically ended in an Encamped zone, it still counts toward the total), the player rolls 3D6. A score of 13 indicates that it has gathered 13 supply points.

RECALL

A player controlling foraging units may send out a *recall* signal at the beginning of any move during strategic time. All foraging units must remain stationary for that move, and the move does not count towards the accumulation of supply points. As their next move, all foraging units move into the nearest Encamped zone.

FORAGING IN TABLETOP TIME

Units may be out foraging when strategic time ends, either because the attacker declares a return to normal time, or because unit(s) are moved from a Ready zone onto the tabletop.

If this happens, the units are assumed to be foraging, but may not move or gather supplies until the next period of strategic time, when they are immediately moved into the adjacent Encamped zone (to mark the end of the day), and supply points are calculated.

The only exception is if the player sounds a recall. A recall may be made during normal tabletop time. The signal is made at the beginning of a turn, and all foraging units remain static during their next movement phase, moving into the nearest Encamped zone in the following movement phase. At this time, supply points are calculated as normal, and the unit may then move as normal.

"Festag, 12th Vorgeheim 2399. Another grim day. While we watch the crops in the fields being despoiled, the enemy grows bolder. Once more they attacked our weakened defences at the north-east corner. The four trolls led the attack - what beasts they are! Swinging massive clubs, they have demolished the inner wooden wall, and have cleared away much of the rubble with which the curtain wall was rebuilt. We trapped one in a giant pit, and it is slain, at least. But the monsters have caused us more casualties we could ill afford."

Journal of Ilich Meinbach, p115

"Geheimnistag, 2399. The Night of Mystery is well named. For us, it has meant near-disaster. Tonight, the foe crept up in the stillness, and brought a battering ram protected by a siege tower close by the gate, and picks and iron bars with which to attack the walls. Meanwhile, they launched a suicidal attack against the north-eastern rampart, which we have repaired since the last assault five days ago. Though both attacks were repulsed, the gate now sags on its hinges, and the open wall where once the north-eastern tower stood is levelled. We have no wood left to rebuild our defences. From now, we must withstand each new attack in the open."

Journal of Ilich Meinbach, p126

SIEGE MACHINES

Faced by the sheer stone defences of the Border Fortress, any intending besieger would be wise to invest in a few siege machines. These engines are an important and conspicuous part of the siege game. There are many different machines available: rams, siege towers and stone throwers to name but three - and each is designed to do a different job. Some launch huge missiles against the fortress, others attack the fortress directly, still others enable attackers to enter the fortress. We shall discuss each type in detail later on.

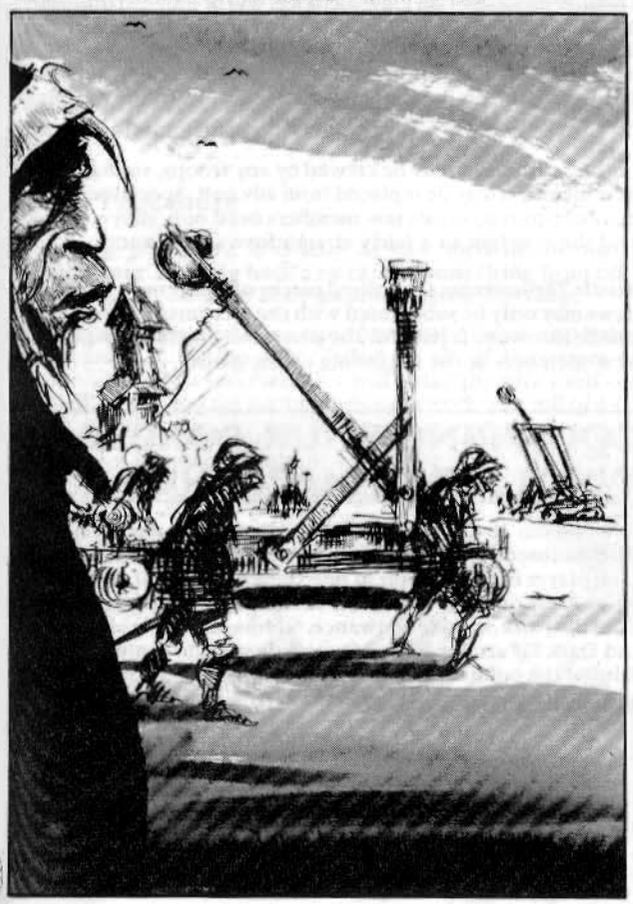
First, though, there are some general rules which apply to all siege machines.

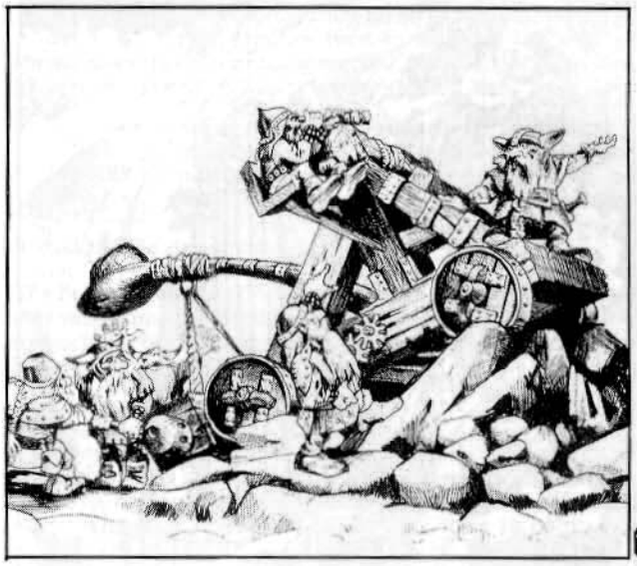
CREWS

Naturally enough, machines cannot operate without a crew. The actual number of creatures making up a crew varies from machine to machine, as we'll see. Large humanoid size-ratios apply when crewing siege machines; for example, an Ogre counts as two human-sized crew members.

OPEN AND ENCLOSED MACHINES

Enclosed machines are suitably clad with wooden sheets, heavy leather skins, and other materials to ward off enemy missiles. Machines without this 'armour' are *open*. Open machines still offer a degree of protection to their crew, but not so much as machines which have been properly enclosed.





All those machines described as *missile throwers* and *engines of assault* later in this chapter are considered to be open. Those described as *screens* are considered to be enclosed.

Any machine may be enclosed at the cost of an extra 25 points. Missile throwers are designed to operate from a distance, and so do not really need to be protected in this way.

MACHINES AND MISSILE FIRE

The following penalties and restrictions apply to dropped missiles and normal missile fire against siege machines and their crews:

Firing at machine: +1 'to hit' for *large target*, but minimum *Strength* of 7 required to damage.

Firing at crew of open machine: -1 'to hit'.

Firing at crew of enclosed machine: -2 'to hit'.

Boulders: are *Strength* 7 and may damage machines.

Rocks, lime and hot missiles: do not damage machines, but affect crews of open machines normally. Crews of enclosed machines have a D6 saving throw of 4-6 to avoid the effects, regardless of armour worn.

Hot coals or oil plus hot coals: may set a machine alight - see the chapter on *Fire* (p84) .

> *"Arrows are useless against a castle - you can only win by using heavy wall-breaching equipment, which is why dwarfs are the superior race in siege warfare. If you are the besieger, you can't hit anything worthwhile at all. If you are inside the castle, you might think arrow-fire would be effective from the towers - but which would you prefer to be hit by, a pointy stick or a 30lb rock?"*
> ***Berndt Lavaspear: The Dwarfen Art of War. p5***

DESTROYING MACHINES

Every time a machine sustains any missile hit with a *Strength* of 7 or more, roll a D6. On a roll of 6, the machine is *destroyed*. Destroyed machines are not actually riven to matchwood, but are damaged severely enough to put them out of action.

When a machine is destroyed, roll a D6 for each crew member. On a roll of 6, a crew member takes 1 *Wound* as timbers collapse, mechanical bits fly in all directions, and heavy things fall on top of them. Remove casualties as appropriate.

A destroyed machine still protects surviving crew members as normal (see below).

MACHINES IN HAND-TO-HAND COMBAT

Machine crews count as behind *soft cover* in hand-to-hand combat. Their close-combat opponents therefore suffer a -1 'to hit' penalty.

Any creature with *Strength* 7 or more which is in base contact with a machine may attack the machine itself. This is resolved as a normal attack, even if the creature in question (e.g. a Giant) normally uses special attack forms. The attacker may only make *one* attack, regardless of its **A** score; while attacking the machine, it may not attack other opponents. If a machine is hit, roll for possible destruction as above.

SUBSTITUTING CREWS

It is fairly inevitable that crew members will be killed in the game. In such an event, the player may substitute the casualties with other models from his forces. These models must move to the machine normally, but may split off from their unit in order to do so. They do not gain any protection from the machine until they are in base contact with it.

Engines of assault may be crewed by any troops, so that killed crew members may be replaced from any unit. Specialised crew are not required, since crew members need only shove, pull or lend their weight in a fairly straightforward manner.

Missile Throwers are specialised pieces of equipment, and their crews may only be substituted with the crew members of other missile throwers. It pays for the players to purchase additional crew members at the beginning of the game.

EQUIPPING YOUR FORCES WITH SIEGE MACHINES

In addition to the War Engines allowed to each army in **Warhammer Armies**, and for the purposes of siege games only, each player may spend up to one third of the *total* points cost of the army on Siege Machines. Crew costs should be deducted from the *rank and file* allowance. Goblinoid, Undead, Chaotic and Dark Elf armies however, may allocate no more than one third of the points spent on siege machines, to the purchase of gunpowder weapons. Points costs can be found on pp66,70, and 74.

"Knock down da walls wiv big rocks and kill all the men wiv arras."
Marak Barbspite, as told to the Altdorf Times while the orc was being cooked over an open fire.

MISSILE THROWERS

Many of the *Engines of War* described in **Warhammer Fantasy Battle** may be used to batter the castle - stone throwers and cannon, for example. Others are too small to affect the castle itself, but can be used to pick off exposed models from the battlements.

Tabletop and Zone Ranges

There is little point in parking your stone-thrower 12″ in front of a castle. Large engines have very long ranges, which means they can stay off the table altogether - and out of range of most of the defenders' missiles. The attacking player may bring any engine on to the tabletop if he wishes, but does not necessarily have to do so for them to be effective.

Ranges and zones are as follows:

Maximum Range	May fire from
under 48″	Tabletop only
48″-96″	Ready zone
96″ or more	Encamped zone

A weapon may only fire upon the nearest castle side; so a stone thrower in the north quadrant may only fire on the north side of the castle.

If your table is so large there is more than 48″ between the castle wall and table edge, then a weapon must have a range equivalent to this distance in order to fire from the Ready zone. Firing from the Encamped zone is as normal.

Concealment and Awareness

Firing a siege engine from a position on the strategic map does not *expose* the weapon or its crew in any way. However, the defenders will be aware of the firing of a cannon or other gunpowder siege weapon. They will see the smoke and hear the bang, but will not be aware of the weapon's size or any other details.

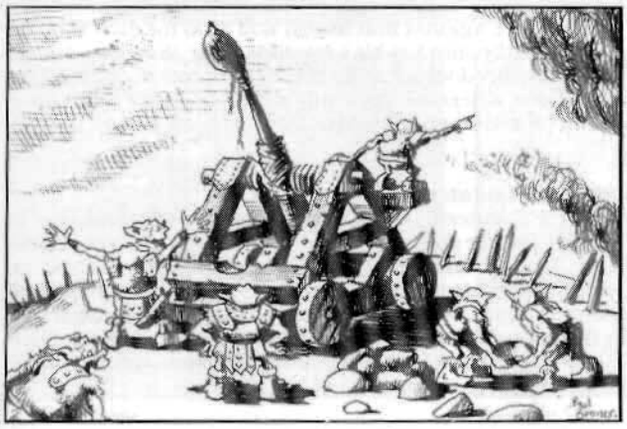
The normal concealment and awareness rules apply to missile throwers on the tabletop.

Firing Procedure

The firing procedure is exactly as described in the main **Warhammer Fantasy battle** rules. Weapons firing from off-table positions do so at their assumed maximum range.

The firer nominates which section/level is the target, and if the shot misses, it has no other effect at all. If the target is section/level G1, a successful hit will strike the gate itself on a D6 roll of 1-3, and the surrounding stonework on a roll of 4-6.

As stated above, shots fired from or into the strategic map may never cross from one quadrant to another.



Ammunition

Ammunition for non-gunpowder weapons is represented by *ammunition counters*. These counters represent stocks of stones, bolts and other ammunition for siege engines, as well as vital supplies used to maintain the engines themseslves. Each counter is marked 100, 10,5 or 1, so that players can assemble a stack of the desired size.

Ammunition for gunpowder weapons is represented separately. Cannon balls and powder are collectively represented by *gunpowder counters*. Each counter is marked 100, 10, 5 or 1, so that players can assemble a stack of the desired size.

The defender does not need to use ammunition counters, and may simply make a note of the amount of ammunition available to machines operating from within the castle. As ammunition is used, the note is amended accordingly.

Ammunition Costs

Ammunition and gunpowder is bought prior to the battle from the points value allocated to rank-and-file troops, in the same way as braziers and dropped missiles. Ammunition costs 5 points per ammunition point, and gunpowder costs 10 points per gunpowder point.

Positioning Ammunition

Ammunition and gunpowder counters are placed on the strategic map by the attacking player when the game begins. Counters must be positioned in the Encamped zones, forming up to four separate *ammunition dumps* - one in each quadrant. A dump may be used by any siege engines in the same quadrant, including those on the tabletop.

Moving Ammunition

The attacker may move ammunition from dump to dump in strategic time. It may not be moved at any other time or to anywhere else. One unit may move 1 point of ammunition per unit member per strategic move to the Encamped zone of an adjacent quadrant.

Thus, a unit of 10 troops in the north quadrant may move 10 points of ammunition or gunpowder (or any combination of the two provided that no more than 10 points in total are moved) to the Encamped zone of either the east or west quadrant in a strategic move.

The defender will never have any need to move ammunition or gunpowder - the castle's ammunition dump, which he records on paper, can feed all machines in the castle freely.

Ammunition Expenditure

Every time a weapon fires, the ammunition dump in the same quadrant is reduced by 1 ammunition point or 1 gunpowder point, as appropriate.

When firing in strategic time, the expenditure of ammunition is relatively low. This is because the rate of fire is low and shots are more carefully aimed than in the heat of battle. Therefore, only 1 point of ammunition is expended for every volley. Firing in strategic time is explained below.

When an ammunition dump runs out, machines in the same quadrant may not fire until the dump is replenished from another dump - see *Moving Ammunition* above.

> *"Walls can't dodge."*
> ***Siege Engineer Uwe Diamondscar at the siege of the Goblin fort of Three Pikes***

Strategic Fire

As mentioned under *Strategic Time,* (page 59) siege engines may continue to fire on the castle during strategic time. Firing in strategic time uses a different procedure to the main **Warhammer Fantasy Battle** rules.

Rate of Fire

As noted above, a stone or bolt thrower, cannon or mortar may not shoot and move during the same day.

In strategic time, all fire is reckoned in *volleys*. A volley is presumed to comprise 5 shots against the same section/level. Each volley may be directed against a separate section/level.

A stationary missile-throwing engine may fire 12 volleys per day, subject to the following modifiers:

-1 for every crewman required to man it. For example, a 10-man mortar may fire 2 volleys per day, while a 3-man bolt thrower may fire 9 volleys per day.

-1 for each missing crewman. For example, a 10-man mortar with 9 crew (1 crewman missing) can fire 1 volley per day, while one with 8 crew (2 crewmen missing) cannot fire at all. Obviously, a machine with no crewmen remaining may never fire.

'To Hit' Procedure

The normal 'to hit' procedure becomes unwieldy when dealing with volleys. Instead, roll a D6 for each volley. The score indicates the number of shots which hit the section/level at which the volley was aimed. Structural damage is calculated normally for each shot that hit.

On a roll of 6, no structural damage is caused, but any models occupying the section/level are hit. If the section/level is unoccupied, no damage is caused.

When occupying troops are hit, models roll a D6 to determine how many are hit. If the die roll is higher than the number of models in the section/level, all are hit. If a 6 is rolled, a character model (and no others) is hit; if no character model is present, re-roll.

Hits on occupying troops are randomised as in the chapter on *Missile Fire,* (p28). As usual, large humanoids count as more than one model for purposes of hit randomisation.

Counterfire

Missile throwers may be positioned on the castle in order to fire on the attacking forces. They may be placed on battlements and on double ramparts, but not on single ramparts, which are not wide enough to hold them.

Fire from the castle against targets on the attacker's strategic map is generally referred to as *counterfire.* Firing on attacking models on the tabletop is handled normally - the term *counterfire* applies only to defending machines firing into the attacker's Ready zone.

The following restrictions apply to counterfire:

1. Weapons with a range of 48″ or more may fire into the attacker's Ready zone.

2. It is not possible for engines inside the castle to fire into the attacker's Encamped zone - engines of sufficient power to do this are far too large to operate from inside a castle. Despite this, there are no restrictions on the actual crew-size of weapons used by the garrison.

3. Weapons may only fire into the quadrant of the strategic map corresponding to the side of the castle in which they are placed - thus, a weapon pointing north may only fire into the north quadrant of the strategic map.

Hit Determination

The defender may choose to direct counterfire against *either* troops *or* machines in a Ready zone. Obviously, if there are no machines in the appropriate Ready zone, all counterfire must be directed against troops.

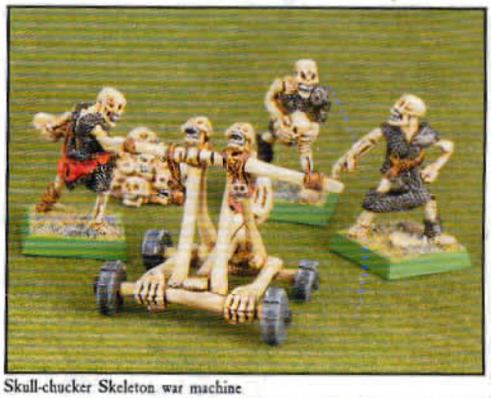
Counterfire against troops: Roll a D6 for each shot: on a roll of 6, the shot has hit a unit of troops. Determine randomly which of the units in the zone has been hit, and roll a D6 to determine how many members of the unit have been hit. On a roll of 6, a character model associated with the unit has been hit, but all other models are unharmed. If there is no character model attached to the unit, reroll all rolls of 6. Once hits have been determined, damage is worked out normally.

Counterfire against machines: Roll a D6 for each shot: on a roll of 6, the shot has hit a machine. Note that the +1 *large target* modifier does *not* apply. If there is more than one machine in the zone, determine randomly which one is hit. The effects of the hit are described under *Destroying Machines* (p62).

Strategic Counterfire

Strategic counterfire is handled in exactly the same way as strategic fire (see above). Volleys may be aimed at units or engines in the same way as normal fire. Roll a D6 for each volley - scores of 1 to 5 indicate the number of shots which hit. A score of 6 indicates a miss. Where there is more than one unit or machine in the same zone, the GM determines randomly which one is hit. Damage is determined in exactly the same way as normal counterfire (see above).

Gob-lobber Dwarf war machine

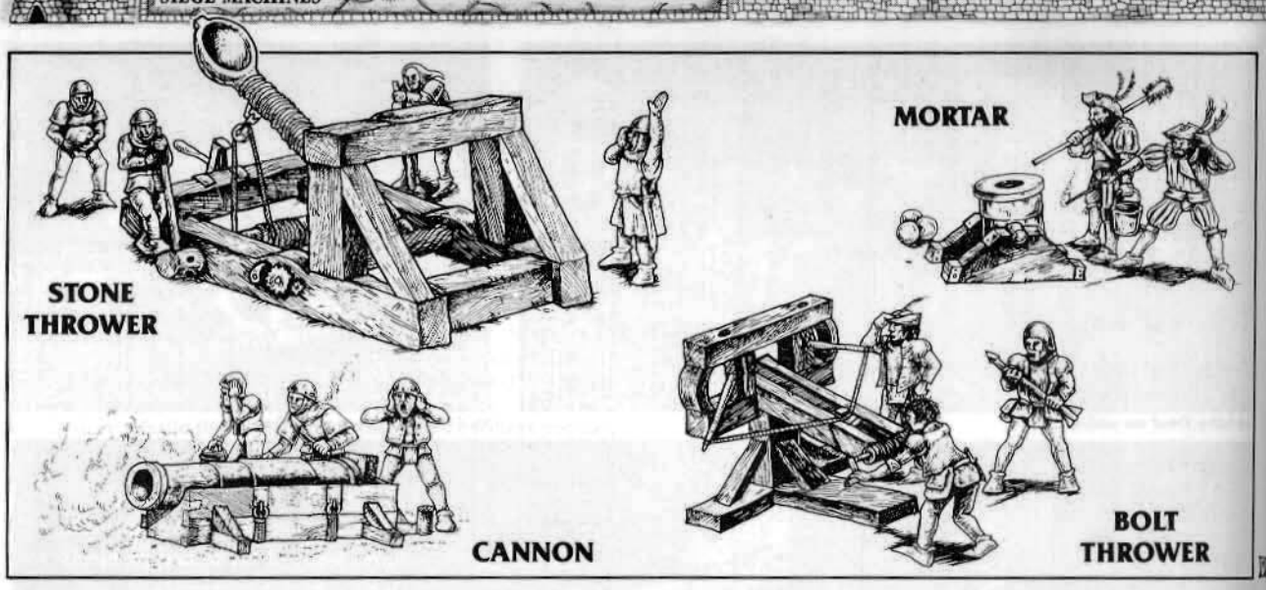


Skull-chucker Skeleton war machine

An assault in full swing. This panoramic view of a siege battle shows some of the tactical problems facing attacking generals.

Chaos Dwarf 'Bazuka'

Man-mangler Orc war machine



MISSILE THROWER PROFILES

The following chart summarises the profiles of siege weapons suitable for use in the siege game. Details of templates are included for tabletop use. Templates are not used for strategic fire. Small engines are included, although those with a range of less than 48″ may only be used on the tabletop. For the full tabletop rules see **Warhammer Fantasy Battle** p105.

Bolt Thrower	Range	Strength	Save Mod.	Wounds per hit	Points
3 man	48″	5	-2	D4	15
4 man	64″	6	-3	D4+1	20
5 man	80″	7	-4	2D4	25
6 man	96″	8	-5	2D4+1	30

Stone Thrower	Range Min/Max	Template	Strength	Save Mod.	Wounds per Hit	Points
3 man	12″/48″	1″ radius	5	-2	D4	15
4 man	14″/64″	1″ radius	6	-3	D4+1	20
5 man	16″/80″	1½″radius	7	-4	2D4	25
6 man	18″/96″	1½″radius	8	-5	2D4+1	30
7 man	20″/112″	2″ radius	9	-6	3D6	35
8 man	22″/128″	2″ radius	10	-7	4D6	40
9 man	24″/144″	2″ radius	10	-8	4D6	45
10 man	24″/144″	2″ radius	10	-9	4D6	50

Cannon	Range	Strength* to 12″	Strength* remote	Save Mod.	Wounds per hit	Points
3 man	48″	7	3	-3	D4	30
4 man	60″	8	4	-4	D4+1	40
5 man	72″	9	5	-5	2D4	50
6 man	84″	10	6	-6	2D4+1	60
7 man	96″	10	7	-7	3D6	70
8 man	108″	10	8	-8	4D6	80
9 man	120″	10	9	-9	5D6	90
10 man	132″	10	10	-10	6D6	100

* Cannon *Strength* is reduced by 1 for every 12″ range. Cannon firing from off the table do so with the *Strength* shown in the *Remote* column of the table.

Mortar	Range Min/Max	Template	Strength	Save Mod.	Wounds per hit	Points
2 man	16″/36″	1″ radius	6	-2	D4	10
3 man	12″/36″	1″ radius	7	-2	D4	15
4 man	16″/48″	1½″radius	8	-3	D4+1	20
5 man	20″/60″	2″ radius	9	-4	2D4	25
6 man	24″/72″	2″ radius	10	-5	2D4+1	30

ENGINES OF ASSAULT

The stone walls and sturdy gates of a castle present a major obstacle to the attackers. The more cunning races have developed means of overcoming these obstacles - or more precisely, of smashing them to bits! There are rams, picks, drills, and many other devices, but any siege machine which attacks walls and gates directly is called an *engine of assault*.

General Rules

The different engines of assault are covered individually below. The following general rules apply to all of them, unless an individual description states otherwise.

Construction

All engines of assault are built around a wheeled frame, so that the crew can move the engine by pushing from inside. The points values given assume that the engine is open. In fact it is sensible either to enclose the engine (at the cost of an extra 25 points) or to combine it with a *screen*, as described later (p71).

Crew

As with missile throwers, the size of an engine is expressed in terms of its crew. The minimum size is a '4-crew' weapon. As stated under *Substituting Crews* (p62) , a specialist crew is not required. Large humanoids count as a number of crew equal to their size ratios (see p50).

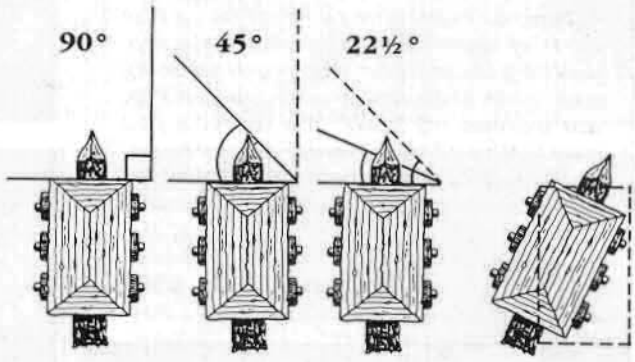
Missing crew members may be made up by any friendly models within 2" of the engine at the beginning of the turn. An engine may not have more crew than its crew-size, and may not function on less than half crew - for example, a 6-crew machine stops working if its crew is reduced to 2 models or less.

Movement

A fully-crewed engine of assault can move up to 3" in the movement phase. If the engine does not have a full crew, it moves 1" less for every missing crew member. An engine with 3 or more crew missing cannot move.

Engines may be pushed directly forwards, or may turn with a *turning radius* of *three times* their speed. See the rules on chariot movement in the main **Warhammer Fantasy Battle** rulebook (pp118-9).

Engines of assault are difficult to turn while they are moving. A stationary engine may be pushed round by 22½ degrees in the movement phase, so long as it has a full crew. A 22½ degree angle can be estimated by the GM by dividing a right angle into two 45 degree segments, and dividing again. You don't need to measure the angle precisely (although, of course, you can do if you want!) - a rough visual estimate is prefectly satisfactory.

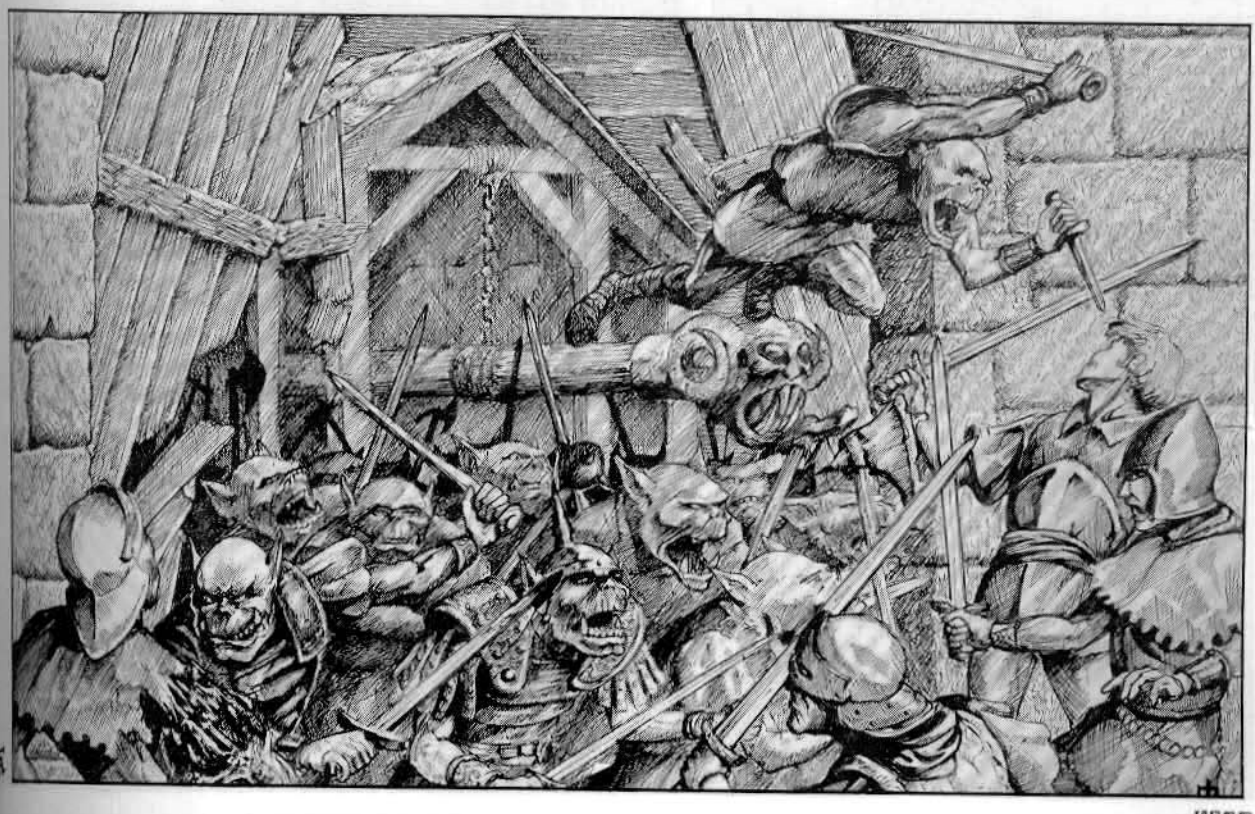


Attacking

An engine of assault may attack a wall or gate if the model *begins* the attacker's turn in physical contact with the target - it may not move and attack in the same turn. All engines attack once, during the hand-to-hand combat phase.

Targets must be level 1 section/levels (**W1**, **G1** or **T1**). A *ram* may choose to attack the gate itself rather than the gateway section/level.

There is no need to roll 'to hit', but a roll 'to wound' (based on the engine's *Strength* and the target section/level's *Toughness*) is necessary to cause damage. The damage levels for each type and size of engine are given in the table on p70.



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Top Right: A siege tower unleashes armed attackers onto the enemy's ramparts:

Right: A cut-away diorama - note miners undermining!:

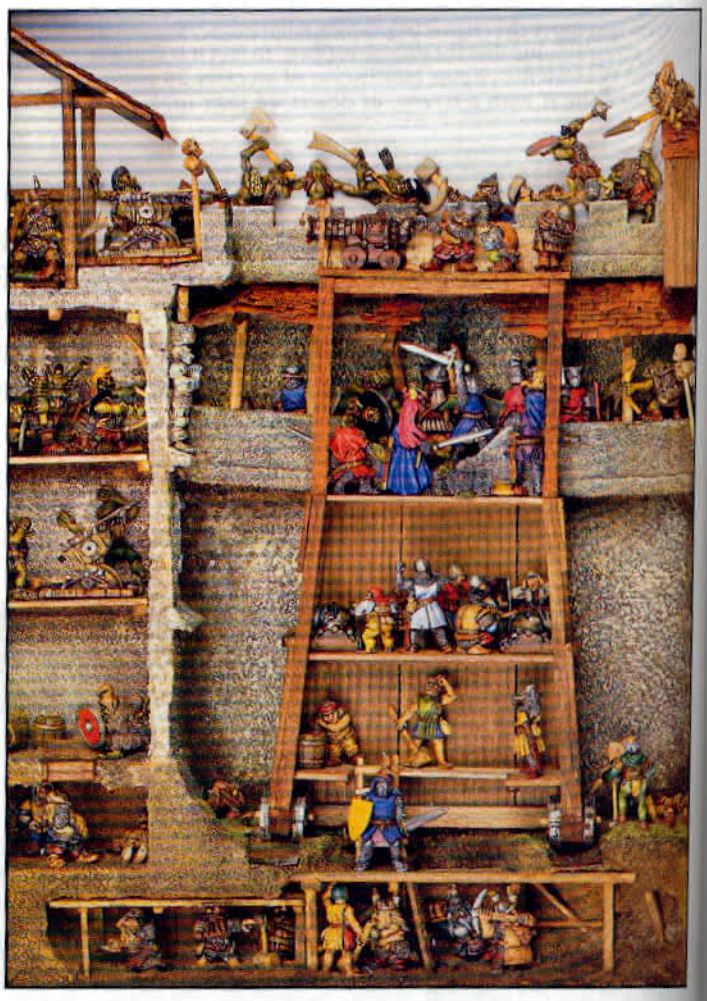
Below: KerRR-BOOM! The fearless Dwarf Engineers Guild in action, by Dave Gallagher.

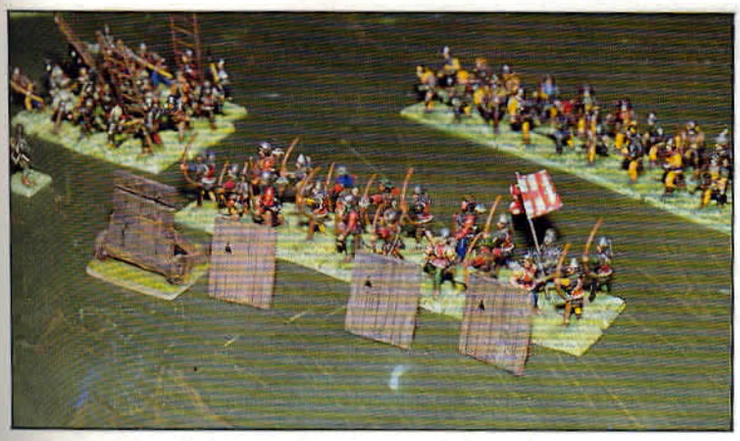
Bottom Left: Flame Cannon - brave Dwarf Guildsdwarfs.

Bottom Right: Imperial cannoneers prepare a devastating volley.

"There issa nothing lika da siege for da true spirit of war! When I sit inna the camp, watching the enginesa shooting de great big rocks at the walls, and smashing de place up, itta warmsa my heart. You canna keppa your battls and all that noisy cavalry boom-boom stuff. Give me a ballista and plenty of distance, and I show you howa a real mana fights!"

Marmalodi: ibid, p509





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Top left: Archers shelter behind mantlets:

Top right: A ladder assault:

Centre left: Attack! - by Angus Fieldhouse.

Centre Right: A log-ram in action against a gate:

Bottom Left: Goblin Organ Gun

Bottom right: Chaos Dwarf Petard (mortar).

TYPES OF ENGINES

Battering Ram

The battering ram is a larger version of the simple log-ram, with the ram suspended on a wheeled frame so that it can be swung against its target. The head of the ram is usually covered in iron or bronze, often worked into the shape of a beast's head or some other comic or vulgar motif.

A ram attacks with a *Strength* of 2 plus the number of crew models, up to a maximum of 10. A 6-crew machine, for example, has a *Strength* of 8 when fully crewed. If crew casualties are not replaced, the *Strength* of the weapon is reduced accordingly: -1 for each missing crew member.

Pick

Picks are similar to rams, but less massive, with an end like a chisel or pick. Frequently they are mounted on a swinging beam rather than slung on ropes, giving them the appearance of a large pick-axe hung on a frame by its handle.

Where rams rely on pure smashing power, picks 'chip away' at walls, loosening stones little by little. This means that a small pick can attack a wall which a ram of the same size would not be able to harm.

A pick has a *Strength* of 3 plus the number of crew models operating it, up to a maximum of 10. A 6-crew pick, for example, has a *Strength* of 9 when fully crewed - compare this with the example of the 6-crew ram above. If crew casualties are not replaced, the *Strength* of the weapon is reduced accordingly: -1 for each missing crew member.

Mouse

The mouse is a variant of the pick, named after the way it 'nibbles' at the castle wall. It is a small battering ram with a sharp pointed end, which is used to chip at the wall and loosen the stones.

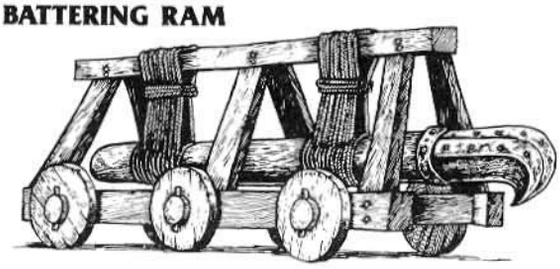
A mouse has a *Strength* of 3 plus the number of crew models operating it, up to a maximum of 10. A 6-crew mouse, for example, has a *Strength* of 9 when fully crewed. If crew casualties are not replaced, the *Strength* of the weapon is reduced accordingly: -1 for each missing crew member.

Drill

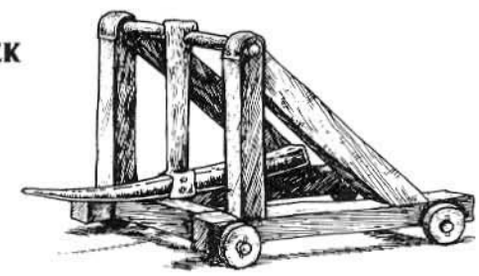
The drill is just that - a very big drill! Like other engines of assault, it is mounted in a mobile wooden frame so that it can be pushed against the wall. Once in place the giant drill, which resembles a huge screw, is turned by the crew operating a mechanism of some kind; this may be anything from a rope wound round the drill shaft to a capstan linked to the drill by cogs and/or chains. A drill is used in a similar way to a pick and or mouse, but is more effective.

The *Strength* of a drill is equivalent to *twice* the number of crew operating it, up to a maximum of 10. A 6-crew drill, for example, has a *Strength* of 10. If crew casualties are not replaced, the *Strength* of the weapon is reduced accordingly: -2 for each missing crew member.

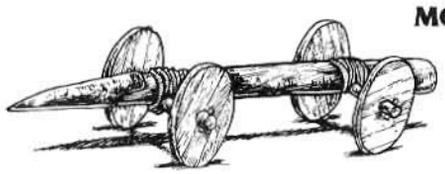
BATTERING RAM



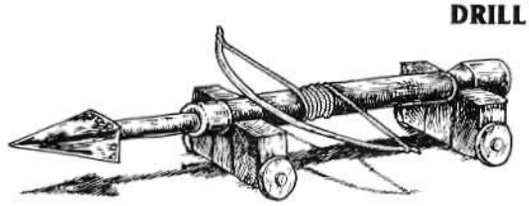
PICK



MOUSE



DRILL



ENGINES OF ASSAULT PROFILES

This table summarises the important game statistics for each type of engine of assault.

Type/Size	Strength fully crewed	Strength loss per casualty	Damage	Points Cost*
Battering Ram				
4 crew	6	-1	D4	10
5 crew	7	-1	D6	15
6 crew	8	-1	2D4	20
7 crew	9	-1	2D6	25
8 crew	10	-1	3D4	30
9 crew	10	-1	3D6	35
10 crew	10	-1	4D6	40
Pick				
4 crew	7	-1	1	10
5 crew	8	-1	1	15
6 crew	9	-1	1	20
7 crew	10	-1	1	25
8 crew	10	-1	2	30
9 crew	10	-1	3	35
10 crew	10	-1	4	40
Mouse				
4 crew	7	-1	1	10
5 crew	8	-1	1	15
6 crew	9	-1	1	20
7 crew	10	-1	1	25
8 crew	10	-1	2	30
9 crew	10	-1	3	35
10 crew	10	-1	4	40
Drill				
4 crew	8	-2	1	12
5 crew	10	-2	1	17
6 crew	10	-2	2	24
7 crew	10	-2	3	30
8 crew	10	-2	4	35
9 crew	10	-2	5	40
10 crew	10	-2	6	45

* Not including Crew.

SCREENS

This third class of siege weapon is not a weapon as such, since it does not attack a fortification. The purpose of a screen is to allow troops to approach the castle under cover, protecting them from the defenders' missile fire. Examples include mantlets, sows and siege towers.

All forms of screen are considered to be enclosed, and their points value reflects this. As you will see, this means that screens provide a cheaper source of cover than enclosed missile throwers and engines of assault.

General Rules

The different types of screen are covered individually below. The following general rules apply to all screens, unless an individual description states otherwise.

Crews

The 'crew' of a screen is the troops sheltering within or behind it. Like other siege machines, screens are given crew sizes, which define the number of troops which they may shelter - as usual, large humanoids count as more than one model.

Any friendly models within 2″ of the screen may move into or behind it at the beginning of the turn, provided that there is room for them. A screen may not have more crew than its crew-size.

Moving Screens

A screen with a full crew may be moved up to 3″ in the movement phase. If the screen does not have a full crew it moves 1″ less for every missing crew member. A screen with 3 or more crew missing, or with no crew, cannot move.

Screens may be pushed directly forwards, or may turn with a *turning radius* of *three times* their speed. See the rules on chariot movement in the main **Warhammer Fantasy Battle** rulebook (pp118-9).

Like engines of assault, screens are difficult to turn while they are moving. A stationary screen may be pushed round by 22½ degrees in the movement phase so long as it has a full crew.

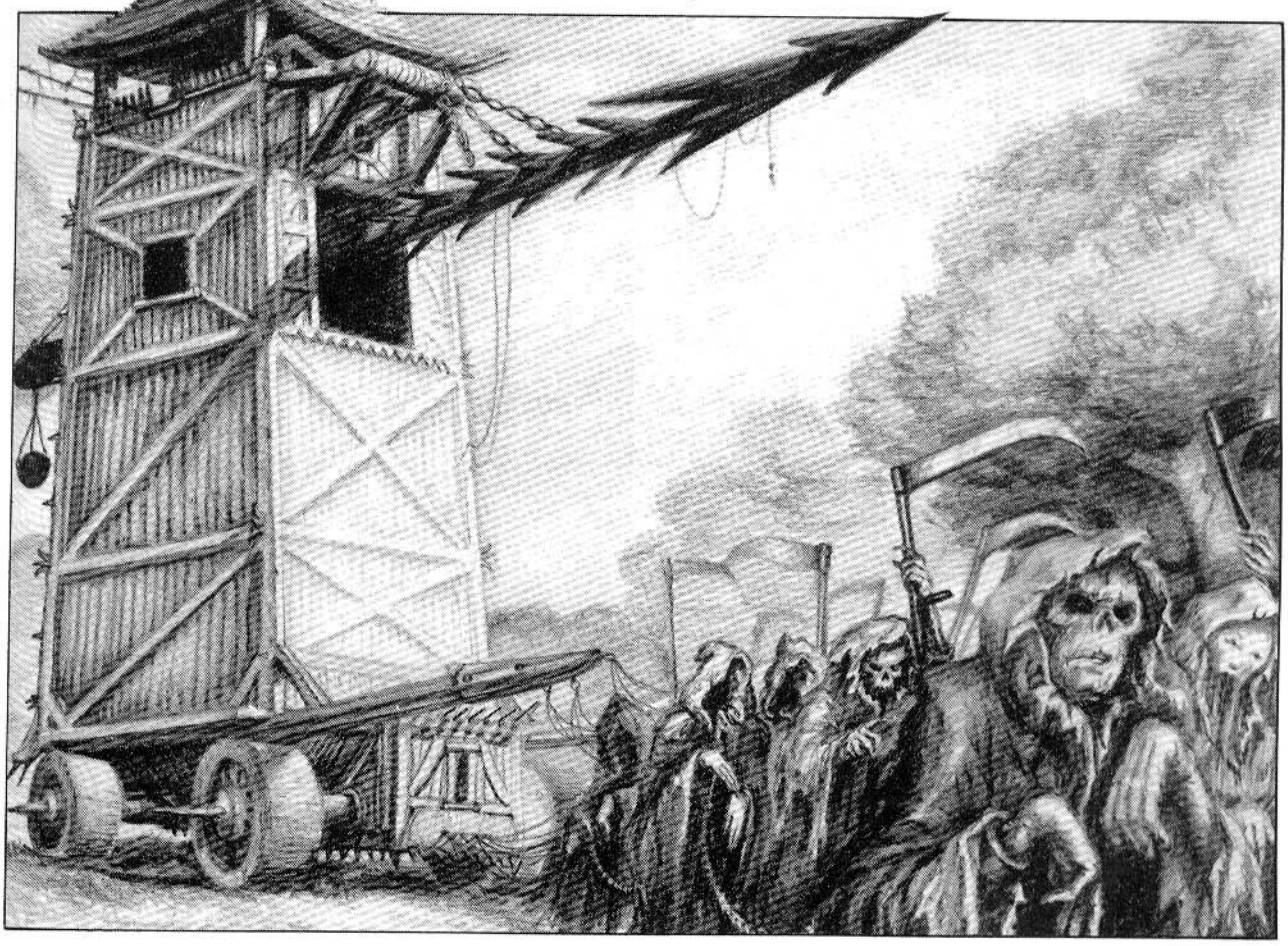
Screened Machines

A screen may be combined with any other machine type already described. A machine may not be combined with a screen that has a smaller crew - for example, a 6-crew ram may not be combined with a screen which has a crew size of less than 6. When discussing a screened machine, the machine to which the screen is fitted is called the *secondary machine*.
Cannon and mortars with a crew of more than 4 cannot be incorporated into a screen.

Crew: The crew of the screened machine is equal to the crew of the screen - this will be the minimum number required to move the machine at full speed, but may be more than the number required to use the secondary machine. In this case, surplus models may not be used to 'overman' the secondary machine, but they may be used to replace casualties among the crew of the secondary machine. Where specialist crews are required, all crew members of the screened machine are assumed to be specialists. The secondary machine becomes part of the screen's structure, and its crew benefits from its cover.

Movement: The screened machine moves in the same way as a normal screen of the appropriate size and type.

Points Cost: A screened machine costs as many points as the machine and the screen combined. For example, a 6-crew battering ram (20 points) with a 6-crew sow (15 points) costs 35 points.



Top:

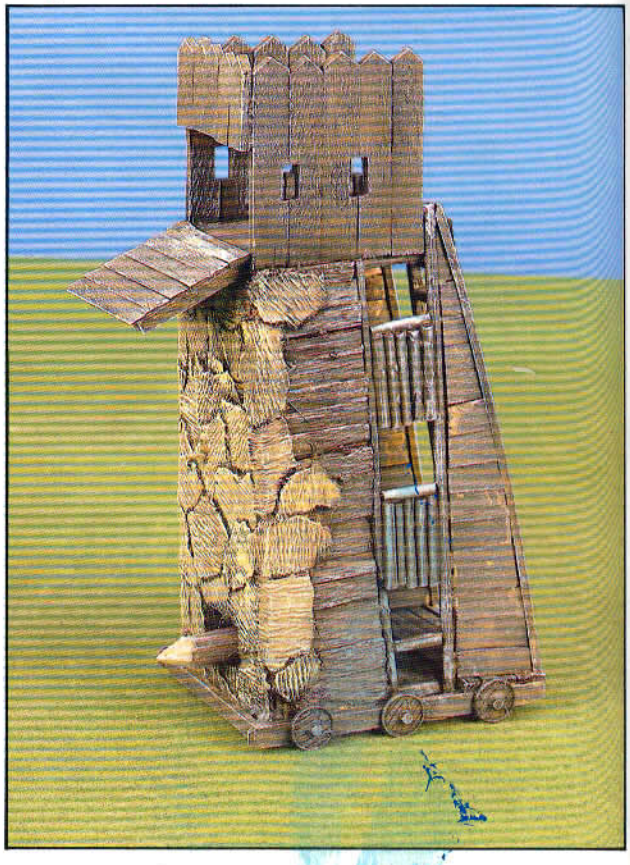
In this titanic battle, the Mighty Fortress has been used to represent part of the city wall running right across the table. The besieger's camp lies behind wooden pallisades on the right of the picture. Note the use of mantlets to protect the advancing archers and the counter attack by mounted defenders in the centre.

Below right:

This siege tower was scratch built by David Andrews from balsa, dowelling and modelling putty - only the wheels are metal castings.

Below left:

Skull-crusher Orc war machine.



TYPES OF SCREEN

Mantlets

A mantlet is a large wooden hoarding mounted upon a mobile frame. Mantlets generally have two wheels, and are relatively small. Wooden shutters in the mantlet allow troops to fire from behind it as normal. Some mantlets are designed to pivot around a horizontal pole, allowing a cannon or other concealed machine to fire from behind them.

Sows

A sow is a sturdy wooden frame enclosed by planking walls and a roof - in effect, a shed on wheels! The crew can push the sow forward from inside, and can fire missile weapons through small shutters or from behind skin flaps.

Sows are commonly combined with other engines, especially with picks, rams and screws.

Siege Tower

Siege towers are used to assault walls and towers. A siege tower has height levels equivalent to building levels, generally two or three. The top level is equivalent in height to a rampart (if level two) or a battlement (if level three).

Secondary Machines

When a siege tower is combined with another machine, the secondary machine may only be incorporated into the bottom part of the tower.

However, a 3-crew bolt thrower may be mounted on the roof of the siege tower, and in this case *only*, it does not count as a secondary machine. It must, however, be paid for at the normal points cost.

Roofs and Drawbridges

A wooden drawbridge on a siege tower at an appropriate level will allow attackers to move directly onto a rampart or battlement. A drawbridge on the top level of a siege tower takes the place of a roof, which could otherwise be used for mounting missile-armed troops or or 3-crew bolt thrower.

The following rules apply to drawbridges:

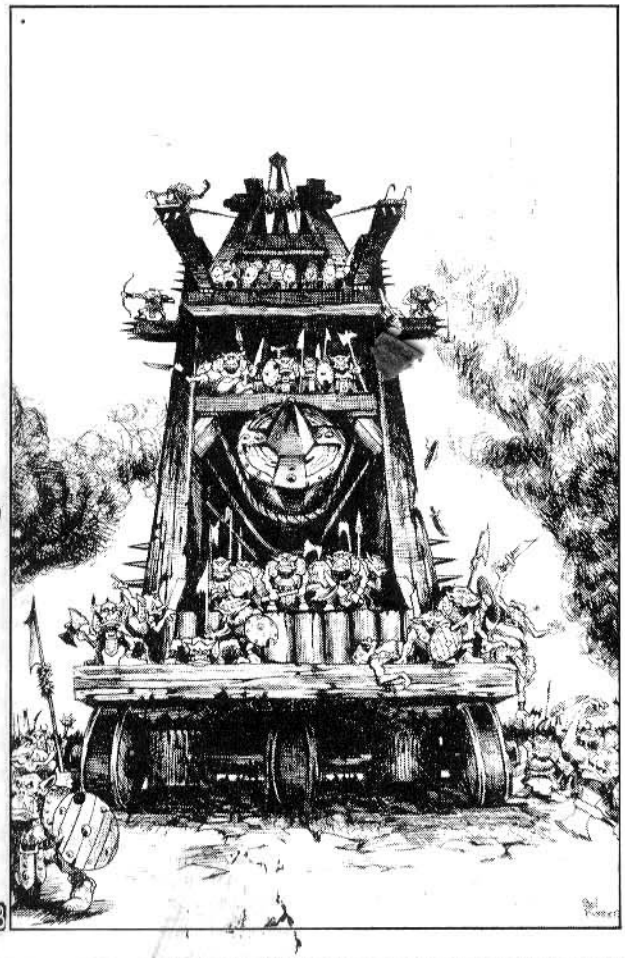
1. A 2-level tower may have a drawbridge on level 2, instead of a roof. A 3-level tower may have *either* a drawbridge at level 2, and a roof on level 3, *or* a drawbridge at level 3 (which can be used to attack castle towers) and no roof.

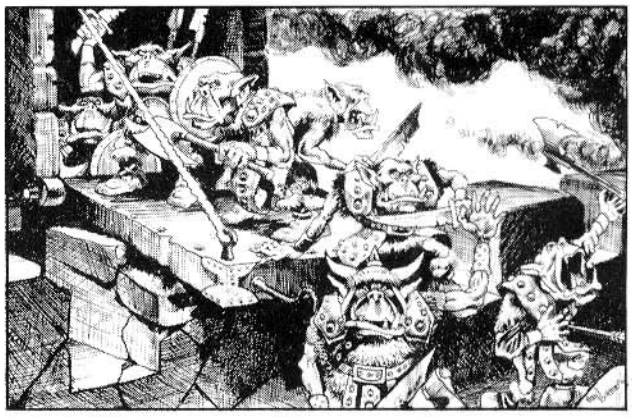
2. A drawbridge on level 2 of a siege tower only permits access to level 2 rampart or battlement section/levels (**R2** or **B2**). A drawbridge on level 3 of a siege tower only permits acess to level 3 rampart or battlement section/levels (**R3** or **B3**).

3. A drawbridge counts as a single connecting line on the castle map, allowing 4 models to move between the tower and the rampart in a movement phase.

4. Provided that it is in base contact with the castle wall, a siege tower may let down its drawbridge at the start of the move:nent phase, allowing troops to move onto the rampart or battlement in the movment phase.

5. A drawbridge may only be blocked by a large humanoid; it is treated in the same way as a gateway (see *Blocking*, p38).





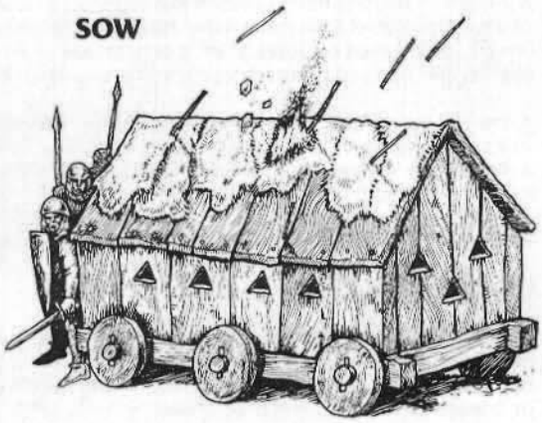
"Wellentag, 4th Erntzeit 2399. Barely 80 of my men reported fit for duty this night. We have been on half-rations for eleven days now, and the wounded have sickened for the want of fresh food. The foe have reaped the harvest - except for that they destroyed two months ago - and seem prepared to stay even through the winter which, I confess, is the goal I have set for our survival, since none have come to our aid.

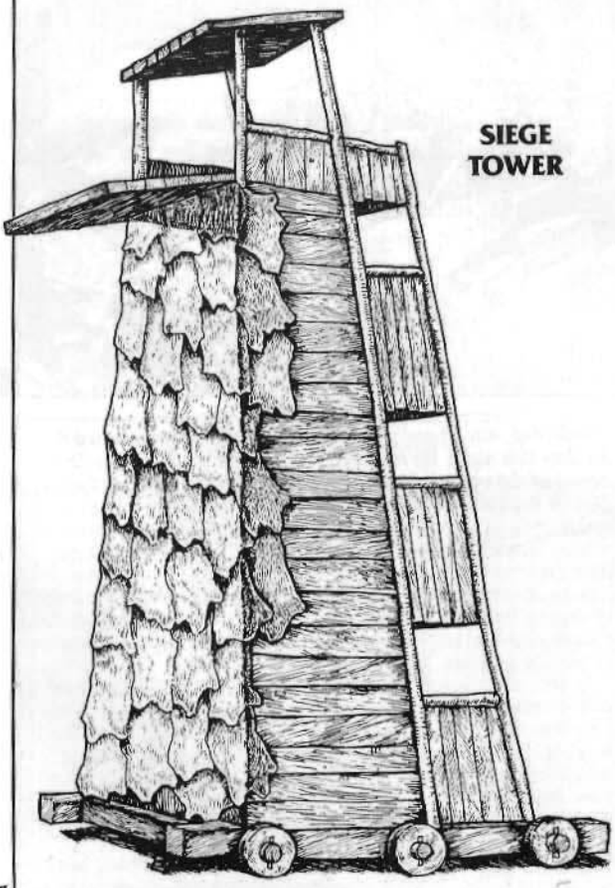
Because the situation is desperate, I chose a desperate method of redress. I ordered a sally, and found full fifty of my men prepared for this most headlong enterprise. We dismantled the flimsy barricade across the gateway, and charged out at dusk.

At first, all went well enough. The forward watch of the foe was over-whelmed and died to a man. We captured three waggons of supplies, which were drawn swiftly back into the castle. Then, seeking to liberate ten men to find their way through to some aid, we ran into the earthworks and contravellations which the orcs have built. Spiked tree trunks felled our horses, high ramparts sheltered archers, and deep trenches turned our path into a maze. Having lost twelve men, I ordered the retreat.

It seems we are sealed in here for good... or evil..."

Journal of Ilich Meinbach, p115





Movement and Occupation

Each level of a siege tower may hold up to 4 troops of either side, just like a rampart section/level. The bottom level (level 1) may hold any additional troops required to man any secondary machine there. However, the total number of models in the tower may not exceed its crew total, as given on the table below.

The ladders connecting the levels of a siege tower permit access in the same way as stairs in the castle - up to 4 troops may move up or down each ladder in a single movement phase. It takes a turn for 4 troops to move between levels of the tower, in exactly the same way as troops moving up or down a castle tower. There is only one ladder connecting each pair of levels in a siege tower.

SCREENS PROFILES

This table summarises the important game statistics for each type of screen.

Size/Type	Crew	Points Cost
Mantlet		
2 crew	2	5
3 crew	3	7
4 crew	4	10
5 crew	5	12
6 crew	6	15
Sow		
4 crew	4	10
5 crew	5	12
6 crew	6	15
7 crew	7	17
8 crew	8	20
9 crew	9	22
10 crew	10	25
11 crew	11	27
12 crew	12	30
Siege Tower, 2-level, no drawbridge.		
4 crew	4	15
5 crew	5	17
6 crew	6	20
7 crew	7	22
8 crew	8	25
Siege Tower, 2-level, drawbridge at level 2.		
4 crew	4	20
5 crew	5	22
6 crew	6	25
7 crew	7	27
8 crew	8	30
Siege Tower, 3-level, no drawbridge.		
8 crew	8	25
9 crew	9	27
10 crew	10	30
11 crew	11	32
12 crew	12	35
Siege Tower, 3-level, drawbridge at level 2 or 3.		
8 crew	8	30
9 crew	9	32
10 crew	10	35
11 crew	11	37
12 crew	12	40

* Plus crew cost

SUPPLIES

Supplies are an important part of the siege game, for both sides. The rules in this chapter allow the attacker to accumulate supplies for his war-effort. We shall also consider the position of the defending forces, unable to accumulate supplies and relying totally upon the castle's stockpiles.

SUPPLIES FOR THE ATTACKER

Supplies represent foodstuffs and raw materials. Without supplies, a besieging force will be unable to feed its troops or build siege machines. Supplies are measured in *supply points*. Supply points are bought before the game and may also be gathered during the siege by *foraging* (see p60).

Initial Supplies

At the start of the game, the besieger may 'buy' supplies using points from his army list rank-and-file allotment. Initial purchases of supplies cost 1 point for 2 supply points.

Using Supplies

Supplies are needed to feed and equip troops. The attacking player must keep a record of his side's current supply points total, deducting points at the end of each day to represent supplies used up during that day. In normal game time, a day can end when a playing session ends; in strategic time, each strategic turn is a day.

Supply points are expended as follows:

Troops: 1 supply point is expended each day for a unit up to 20 models strong. Units between 21 and 40 models strong use 2 supply points per day, while units between 41 and 60 models strong use 3 supply points per day, and so on.

Characters: associated characters are included in the cost of their units. Up to 20 non-associated characters may be maintained by 1 supply point per day. Between 21 and 40 non-associated character models may be supplied by 2 supply points per day, and so on.

Foragers: do not need supplies; they live off the land as they go about collecting supplies.

Halflings: although small, Halflings have tremendous appetites, and use twice as many supply points as human-sized troops of other races (but see *Construction*, p77).

Large Humanoids: use their size ratio (see *Large Humanoids*, page 50) to multiply their maintenance costs. For example, 20 Humans can be maintained for 1 supply point per day, but 20 Ogres will require 2.

Trolls: are exceptional among large humanoids, in that they only cost as much to maintain as an equivalent human-sized unit. This is because they will eat anything - even things which are not normally regarded as food by other races.

Siege Machines: only missile throwers use supplies; other siege machines do not have permanently-attached crews, but are assigned crews from ordinary units as necessary. A missile thrower crew of any size can be maintained at a cost of 1 supply point per day.

Construction: the supply point cost for the construction of siege engines, mines and so on varies according to the type and size of construction (see p77).

Insufficient Supplies

If the attacker has insufficient supplies to feed his forces, he must make a **Ld** test for each unit. Any unit which fails the test is reduced by D6 models owing to desertion - these models must be removed from play as if they had been killed.

Halflings are more sensitive to lack of food than other races, and lose 2D6 deserters on each failed test.

Trolls do not desert; instead they eat members of the nearest unit. A randomly-selected unit from the same zone of the strategic map loses D6 troops, *in addition* to any deserters.

Orcs and **Goblins** are also prone to cannibalism if deprived of supplies. Orc and Goblin units therefore lose 2D6 troops on each failed test, representing a combination of desertion and eating their weaker comrades - a practice which translates literally from the Goblinoid tongue as 'runt noshing'.

Character models never desert as a result of lack of supplies.

SUPPLIES FOR THE DEFENDER

Castles are built to endure long sieges, and a properly provisioned garrison can last out for months or even years. Not all fortresses are properly supplied, however - a complacent or incompetent commander may let stocks run low, or supplies may be depleted by a poor harvest. In such a case, lack of supplies can turn an impregnable fortress into an open door for attacking forces.

Initial Supplies

The attacker must buy supplies before the game, and may forage to maintain supplies. The defender, however, uses a different system.

Before the game begins, the defender rolls 2D6 and multiplies the result by 10, giving a number between 20 and 120. This is the number of days' supplies available to the garrison, and is noted by the GM and the defending player. It is never revealed to the attacking player.

Recording Supplies

At the end of every day of siege (ie, at the end of every playing session of normal game time, and at the end of every turn of strategic time), the defending player and the GM reduce the amount of supplies available to the defender by 1 point - if any dispute arises, the GM's total is taken as being correct.

Insufficient Supplies

Once the defender's supplies have run out, the siege is effectively over. The defending player loses models from each unit as follows:

Unit Strength	Models Lost
up to 20	D6 per day
21-40	2D6 per day
41-60	3D6 per day

...and so on.

This represents the effects of starvation and sickness on the garrison. Certain races will react differently to supplies running out:

Halflings are more sensitive than other races to lack of supplies, and will lose twice the indicated number of models.

Orcs and **Goblins** also lose twice the indicated number of models, partly through starvation and disease but mostly through eating each other.

Trolls cannot be killed as a result of starvation. Each day, they will eat D6 members of a randomly-selected unit. If the die roll shows that the Trolls eat more troops than the unit has left, the unit is wiped out but the Trolls do not take troops from any other unit. If all other defending troops are wiped out, the Trolls will make a start on the internal furnishings, doors and suchlike, but will break off to defend the castle, seeing the attackers as a fresh source of food.

"I canna tell you that it wassa me who invented one offa the foremosta techniques used inna siege warfara. Back a few yearsa back, we hadda war agaynst a city just along the coast. They wera very naughty fellows, and tried to make ussa pay sixteen taxes to use the road through their town, when alla the civiliseda world only makes people pay ten.

So, we wenta to their city and we maka de attack. But, it no good. So, being sensible good fellows as well as de heroesa, we maka de camp and starta de siege. Betweena de siesta anna de tea brayk - every other day - we maka de great attack against the walls for a halfa hour or more, and we getta de big guns to go boom-boom agaynst de walls. But stilla dey don'ta listen to de reason.

So, the Kinga he say to me, Marmalodi, grayt chap and close friend who issa gonna get de medals bya de 'atload on account offa being so brave, Marmalodi he say, how we gonna get inside the city with nobody get hurt, least of all me? Well, I tella him, the trouble is that each time we marcha uppa to de walls, dose naughty boys dey droppa de rocks on our 'eads and make with de shooting of de arrows. We needa to sneak up on dem a little bit. If we digga de mine, we canna go right under de walls and come up in a nica little restaurant whicha ain't too dear.

So, we starta da mine. But de men dey say de dirt maka de uniforms all mucky, and deyre mothers dey no thinka dey grayt soldiers in the war lika dat 'ero Marmalodi. So, we haveta maka de mine notta so deep and withouta de top. You mighta calla it a trench. But, we still dig towardsa de walls.

Something go a little wronga witha de direction a bit, an' we end up missing the town a bit, so I maka de corrections, and offa we go again. But we missa de walls agayn. Well, thisa went on for a few days, and we zigged and zagged until we reached de walls. And whaddaya know - because the trench she no strayt, the enemy in the town coulda not see inna de trench and maka de arrows. So they give up, anda nobody get hurt. Marmalodi, say de King. De trench she no strayt. You'ra a sapa, he say. So, nowa you know. This is how de sappers dey get started.

Marmalodi: ibid, p1248

CONSTRUCTION

Besieging a castle is a long process. The besieger will require not only the patience of Job, but also sufficient materials and labour for the task. A large chunk of the attacking army's resources will be needed for building siege machines, digging mines, and erecting earthworks. All of these processes are covered by the term *construction* and are discussed in this chapter.

Some siege machinery is transported to the site of the siege along with the attacking army itself. Cannon, mortars and some engines of war are made of prefabricated parts that can be assembled when they arrive at their destination. But the attacker can never bring all the machinery he needs with him, so he will have to build a large part of what he wants using materials gathered from the local area. Once the siege begins, the attacker will also want to build earthworks to protect his own encampment and engines, and to dig mines.

CONSTRUCTION IN GENERAL

All construction takes place in strategic time. It takes at least a day to build something, and most large siege machines will require several days' work.

Construction may be undertaken by any humanoid models with an **Int** score of 5 or more. Models engaged in construction may do nothing else that day. Troops may not, therefore, move into a zone of the strategic map and begin construction during the same day.

Supplies

Troops engaged in construction must be fed as normal, and will use their full quota of supplies. If troops cannot be fed, they cannot work.

In addition to the workers' food supply, it is necessary to provide extra supplies representing tools, raw materials and transport. Large projects require more supplies just as they require more men (p75).

Non-Human Workers

Some special rules apply to various races:

Large Humanoids can be especially useful in construction work because of their great strength - therefore, they use their size ratios (see *Large Humanoids,* p50) when involved in the construction of machines and earthworks. However, their size puts them at a disadvantage in enclosed spaces, and they may not be used for mining. Trolls are a special case - see below.

Trolls are absolutely useless for construction work. Even when they can be dissuaded from eating the tools and raw materials, they have great difficulty in understanding what they are supposed to be doing. Trolls may not be used for construction work of any description.

Dwarfs have a natural talent for construction work of all kinds, and count as double their actual number.

High Elves disdain menial work of any kind. If they are forced to soil their hands with manual labour, they count as only half their actual number.

Halflings will work hard, but the exercise inevitably stimulates their already considerable appetites. Halflings engaged on construction work will consume three times as many supplies as a Human (rather than twice as many as normal).

Gnomes are only average when it comes to building things, but have a natural aptitude for tunnelling and burrowing. They count as twice their actual number when mining or erecting earthworks (see p78).

Skaven are, if anything, more used to underground work than surface operations, and when mining *only*, they count as three times their actual number.

Special Troop Types

In addition to the racial modifiers described above, there are various special troop types which have particular relevance to this aspect of the siege game:

Sappers are defined as a troop type in the main **Warhammer Fantasy Battle** rules (p99), and really come into their own in the siege game. Sappers count as twice their actual number when constructing earthworks or mining. This is cumulative with any racial adjustments, so, for example, Dwarf sappers count as four times their actual number.

Tunnel Fighters are specially-trained in underground combat. Dwarfs use tunnel fighters extensively, but they are not unknown among other races. They count as double their number when mining, cumulative with racial modifiers in the same way as sappers - so a Dwarf tunnel fighter is the equivalent of 4 Humans. They count as +2 shock elites when fighting underground, and +1 shock elites under other circumstances. Elites are explained on page 97 of the main **Warhammer Fantasy Battle** rulebook. Tunnel fighters cost the same as +1 shock elites, plus any additional points costs for equipment; light armour, hand weapon and shield are typical. Any Dwarf army which includes '+1 shock Elites' may designate any such units as Tunnel Fighters.

Dwarf Engineers are much sought-after by other races, and may be used with any army of Neutral or Good alignment (except Elves). Dwarf Engineers count as double their number (ie, the equivalent of 4 Humans) in the construction of machines and earthworks. Dwarf Engineers have the same profile as Dwarf Warriors, but cost 16 points each. Units of Engineers may be bought for Dwarf armies with the same restrictions as those for Dwarf Warriors.

EARTHWORKS

Historically, the term *earthwork* is used to describe just about anything made of earth, and can cover a multitude of constructions of varying size, complexity and purpose. For the purposes of this game, we use the term in a more precise way. An earthwork is assumed to be a series of earthen banks of sufficient size to hide building or mining activity. A single earthwork provides enough shelter to sink one mine or to build one machine. Mantlets are a special case, as explained later.

Placing Earthworks

Earthworks can be constructed in any Encamped or Ready zone. It is safer to undertake building work in an Encamped zone as the defenders will be less likely to shoot at the builders with their siege machines. However, mines may only be begun in a Ready zone.

The presence of an earthwork is indicated on the strategic map by writing **E** in the appropriate zone. As more earthworks are constructed, simply mark in another **E**. Counters may be used if you wish to make them, but since earthworks are immobile, counters are not strictly necessary.

Any number of earthworks can be constructed in a given zone.

Earthworks and Awareness

Earthworks are very hard to hide, as you might expect, and the defending forces will be able to watch their attackers building earthworks, as explained in the section on *Strategic Awareness* on page 57. The relevant rules are as follows:

In Encamped zones, the defenders will be aware that earthworks are present, but not how many.

In Ready zones the defenders will be able to tell exactly how many earthworks are present.

Once earthworks have been constructed, the attackers are able to do sneaky, secretive things behind them! There are thre basic options:

1. The attacker may **open up a mine** unseen by the enemy (see *Mining* below).
2. The attacker may **construct siege machines** unseen by the enemy (see *Building Machines*, p80). The defender is not *aware* of machines built in this way either until they fire or until they are moved.
3. The attacker may also build an earthwork and simply **do nothing** behind it. This confuses the enemy, who will naturally suspect that *something is going on...*

Constructing an Earthwork

Erecting an earthwork requires at least 10 Human models (or their equivalent) to spend an entire day in the zone. The builders must begin and end the day in the zone, and may do nothing except work on the earthwork. The following additional rules apply:

1. Units of less than 10 models cannot erect an earthwork. The presence of more than 10 models does not make the work faster. However, if erecting earthworks in the Ready zone it is a good idea to have more than 10 models present, in case the builders take casualties from the defenders' missile-throwing engines.
2. It is not possible to construct more than 1 earthwork in a zone during the same day.
3. The attacker must spend 10 supply points on each earthwork, in addition to the supplies required to maintain the workers. This represents materials, tools and transport used during the construction.
4. Assuming that at least 10 surviving workers are in the zone at the end of the day, the earthwork is complete. The player should mark his strategic map as appropriate. If there are less than 10 models in the zone at the end of the day, the attacker has two choices: either move more workers to the zone on the following day and start again from scratch on the day after that, or simply give up.

Shooting at Earthworks

Troops building earthworks in the Ready zone may be shot at from the castle as normal, assuming the defenders have weapons with sufficient range - see *Counterfire* (p64).

Once earthworks are complete, it is not possible to fire at machines or workers behind them.

MINING

The purpose of mining is literally to undermine the foundations of a castle.

Miners start digging some distance from the castle walls, using picks and shovels to dig an underground tunnel towards their target. As they advance, they prop up the mine using wooden supports.

Once the mine reaches a position under the walls, the miners dig a larger gallery, with more wooden supports and filled with straw, wood and other combustible material. This is set on fire as the miners withdraw, and as the fire takes hold the props burn away, bringing down the mine and - hopefully - the castle wall above. Alternatively, of course, more daring attackers can use mines actually to get troops within the castle walls.

Beginning a Mine

The attacking player secretly informs the GM that he is digging a mine from behind an earthwork. This can be marked on the strategic map by placing one of the *minehead* counters from the back of the book over the position of the earthwork. Each counter is marked with an identifying number.

All mines must start from a Ready zone. A zone may contain as many mineheads as the player wishes, but a separate earthwork is required for each.

Ten Human models (or their equivalent) are required to dig the mine tunnel. They may do nothing else, and must work throughout the entire day.

At the end of each day's mining, an additional 10 supply points must be expended to cover the materials, tools and transport used. If the player is unable to expend these extra points, the mine makes no progress that day.

Recording Progress

At the end of the first full day's work, the GM begins to record the mine's progress. This is done using the *Mining Record Sheet* - you will find a blank Mining Record Sheet at the back of this book. Each mine is identified by the quadrant from which it starts and the number on the mine counter.

At the end of each day's mining, the attacker rolls a D6 for progress. The GM notes the score and keeps a running total for each mine. The daily roll is called the *progress roll* and the total score is called the *tunnel score*.

As soon as a tunnel score reaches 20 or more, the mine has reached its intended position. The final score may be anywhere between 20 and 24 and does not affect the accuracy of the tunnelling in any way.

Accidents

Mining is a hazardous business, and accidents are fairly common. This is represented by an *accident roll*, which is made whenever the day's progress roll is a 6. Do not add the 6 to the tunnel score, but roll the die again:

1 **Total collapse:** all miners are killed and the mine and minehead are now useless.

2 **2D6 point collapse:** roll 2D6. This is the number of miners killed, and the tunnel score is reduced by the same amount, to a minumum of 0. The tunnel may be continued the following day assuming fresh miners can be recruited from the zone. Otherwise the tunnel may be continued when miners become available.

3 **D6 point collapse:** as above, but roll 1D6 instead of 2D6.

4 **Localised collapse:** 1D6 miners are killed but the tunnel remains fully open. The tunnel score does not change. The tunnel may be continued the following day assuming fresh miners can be recruited from the zone. Otherwise the tunnel may be continued when miners become available.

5 **Hard going:** the mine encounters a band of unusually solid rock. The tunnel score does not change today, but the miners may attempt to dig around or below the obstruction on the following day - roll 1D6 for this: on a roll of 4+ the mine may continue normally the following day, otherwise it is still stuck against the obstruction and must be abandoned.

6 **Flood:** the mine encounters an underground spring or stream, flooding the tunnel and making further mining impossible. Roll 1D6: on a roll of a 4+, 1D6 miners drown, otherwise all escape unharmed. The mine may not be used again.

Certain races have a better chance of surviving a collapse or flood than others. This is reflected by giving them a saving throw. Roll for each miner who should be killed in the accident - on a successful roll, they survive.

Race	D6 Saving Throw
Gnome	6
Dwarf	5-6
Skaven	4-6

Collapse

The attacking player may choose to collapse a tunnel at any time after it has reached its target (ie, at any time after it has reached a tunnel score of 20 or more). Ten models are required to collapse a tunnel; they may do nothing else all day. It is not necessary to expend supply points to collapse a mine; the combustibles are reckoned in with the supply point cost for building the tunnel. The miners themselves, of course, need provisioning as usual, and supply points must be expended as normal to maintain them.

If a mine has been dug accurately, it will end up underneath a wall or tower section of the attacking player's choice on the side of the castle corresponding to the quadrant from which the mine began. However, it is not possible to be absolutely certain whether a mine has been dug accurately until it collapses and the intended part of the castle either collapses or fails to do so.

When the player wishes to collapse the mine, he chooses a target section and rolls 1D6:

1-3 **Mine on target.** Target wall/tower section *undermined*.

4 **Mine short.** Target wall/tower section *partially undermined*.

5 **Left deviation.** Section immediately to left of target section is *undermined*. If there is no section to the left, the mine has no effect.

6 **Right deviation.** Section immediately to right of target section is *undermined*. If there is no section to the right, the mine has no effect.

Undermine: an *undermined* section automatically loses any remaining defence points from the bottom level (**W1**, **T1** or **G1**), and takes 1D6 points of critical damage. The GM should create a critical box for the lowest section/level, add +1D6 points of damage, and roll on the *Critical Damage Chart* (p32).

Partial undermine: a *partially undermined* section takes 2D6 defence points of damage in its ground level (**W1**, **T1** or **G1**).

If the mining player simply wishes to use the mine to get troops inside the walls, he may do so. But defenders can *block* the exit in the same way as a trap door, and in any event, only 2 attackers may move out per turn.

CONSTRUCTING SIEGE MACHINES

It is not possible to build cannon or mortars during a siege, but the attackers may attempt to construct any other type of machine. The required workers, time, and supply points required to build a machine are indicated by its crew size, as follows:

Machine Type	Worker/days	Supplies
Missile throwers	3	3
Engines of assault	2	2
Screens	1	1
Enclosing an open machine	1	½

For example, a 6-crew stone thrower will require the expenditure of 18 worker/days and 18 supply points.

Construction Limits

Machines can be constructed in either the Encamped or Ready zones of the strategic map. Any number of machines may be constructed in a zone at any one time.

The Ready Zone: The defenders will be aware each item of of construction work undertaken in a ready zone, and will be aware of the presence and number of completed siege machines (unless hidden beind earthworks - see below). They will not, however, be able to tell what kind or size of machines have been built in any circumstances.

The Encamped Zone: The defenders will be aware that construction work is being undertaken in an Encamped zone, but will not be able to discern any further details. They cannot know what sort of work is being undertaken or how much.

Earthworks: A single item of construction may be undertaken behind the shelter of an earthwork. The defenders will not be aware of the nature of the activity, regardless of which zone it is in. A single earthwork may conceal only one building project, except that up to 5 mantlets may be concealed behind a single earthwork.

Worker/Days and Supplies

A worker/day is simply the work accomplished by 1 Human model in 1 day. A machine which requires 6 worker/days can be completed by 1 worker in 6 days or by 6 workers in 1 day. All construction takes at least 1 day, and no more than 10 workers may work on a single machine at once. The player should keep a record of all work in progress.

At the end of each day, the player must expend supply points equivalent to the worker/days expended that day. This is *in addition* to the normal amount of supply points required to maintain the workers for the day. If insufficient supplies are available at the end of the day, no work is done that day.

Completing Machines

Once machines have been completed, their positions should be recorded on the attacker's strategic map, using the *Machine* counters from the back of the book. Duplicate counters are provided for the GM's strategic map. Each counter has a number, which is used as a reference when the attacking player records the type and size of the machine separately on paper.

So long as machines remain behind earthworks, they will be invisible to the defenders and they and their crew may not be fired on; they can fire on the castle from behind the earthwork if they have sufficient range (see *Tabletop and Zone Ranges*, p56). However, it is not possible to build fresh equipment behind an earthwork, until already completed machines are moved out.

COUNTERMINING

Countermining is an exception to the usual construction rules, because it is undertaken by the defending forces rather than the attackers.

When defending troops become aware of the presence of earthworks in the Ready zone, the defending player may start a countermine on the following day. A countermine is a mine started inside the courtyard, and is dug so deep beneath the surface that it cannot cause a wall to collapse.

The intention of a countermine is to intercept the mine itself. This is not as difficult as it may sound. The noise of tunnelling carries quite well through the ground, allowing the two sets of miners to form a rough estimate of each other's location.

Once a countermine breaks into a mine, an underground fight may ensue. Alternatively, the counterminers may attempt to flood, poison or set fire to the mine in order to destroy it.

Starting a Countermine

It is not necessary for the defenders to erect an earthwork before they start to dig - the attacker is unaware of the countermine because of the cover of the walls.

A countermine must be directed against the north, south, east or west quadrant, and the defending player must inform the GM which direction the countermine is to take.

The countermining forces must dig for 1 day, committing 10 Humans (or their equivalent) and an additional 1 day's worth of the defender's supplies. Once the day is over, the countermine is considered to be *operational*, and the defenders need do no more. Ten Human models (or their equivalent) must remain in the operational countermine at all times, but no further supplies are expended beyond the normal cost of supporting these troops. Any further digging required to intercept the enemy tunnel happens automatically, and is not recorded.

The defending player may withdraw men from the countermine at any time, leaving it unmanned. It may not be used until it becomes manned again.

Interception

At the end of every day, following the attacker's own progress rolls, the defending player may attempt an interception with each operational countermine. The player chooses a number between 15 and 19. If the number corresponds to the tunnel score of an attacking mine in that quadrant, the countermine has intercepted that tunnel. If there are two or more mines with the same tunnel score, the countermine has intercepted only one - the GM may determine this randomly.

Tunnel Fighting: When an interception occurs, strategic time is ended and a battle is fought in the tunnel. This takes place exactly like any other fight in a section/level and floor plans may be helpful here. The counterminers are assumed to be charging to a lower level and so benefit from the +1 *advantage of ground* 'to hit' modifier.

The underground fight continues until one side is routed or destroyed. All models routed in a tunnel are assumed to be killed. Once the fight is over, the losers' mine or countermine is destroyed.

The specialist troops called Tunnel Fighters (see *Special Troop Types* - p78) are particularly adept at fighting in mines and countermines.

Flooding: The defenders may flood any enemy tunnel they intercept, rather than risking a tunnel fight. Decent defenders will divert a water course, such as a well or moat. Nastier or more resourceful types may choose to utilise the contents of the castle's cesspit. In either case, the result is determined in secret by the GM and communicated to the attacking player. Roll 1D6:

1 **Total failure:** the water soaks through the countermine and doesn't reach the mine. The countermine collapses and may not be used again, but the mine is unaffected.

2 **Partial collapse:** the water rushes through the mine collapsing D6 tunnel points. The mine is not destroyed and may be continued next day.

3 **Severe collapse:** the water rushes into the tunnel partially flooding it and making further mining impossible. The miners escape with their lives.

4-6 **Total collapse:** the flood of water sweeps the tunnel killing 2D6 of the miners and preventing any further use of the mine.

Recording Mines

The GM must ensure that each mine is recorded accurately. When a mine is destroyed this must be indicated on the mining record sheet and any corresponding counter must be discarded. An abandoned mine is useless, and if the minehead was sheltered by an earthwork, no further activity may take place behind that earthwork.

FLYING CREATURES

In some respects, the life of a medieval warlord in our own world was quite soft. For one thing, he didn't have to worry about rampaging dragons, wyverns, or other flying beasties attacking his castle from the air! We, on the other hand, are not so fortunate. Aerial combat is part and parcel of fantasy wargames, and an important element in the siege game.

AERIAL LEVELS AND THE CASTLE

Flying creatures use the different *height levels* described on p122 of the main **Warhammer Fantasy Battle** rulebook. The following table summarises the way in which height levels equate to building levels:

Height level	Clears building levels
Attack	1
+10	2-5
+20	6-10
+30	11-15
+40	16-20

For example, the highest level of the Border Fortress is level 3. To fly over level 3, a creature must rise to at least height level +10. To clear building level 6, a flying creature must rise to at least height level +20, and so on.

WALL RESTRICTIONS

Walls and buildings offer troops a degree of shelter from aerial attack. If, for example, you are crouching close to the foot of a wall twenty or thirty feet tall, there is no way a flying creature could comfortably attack you, since it couldn't get close enough to you without smashing its wings on the wall.

In a castle, this effect is quite significant, since in most cases a flying creature will have to come close to a wall in order to attack defenders on the ground.

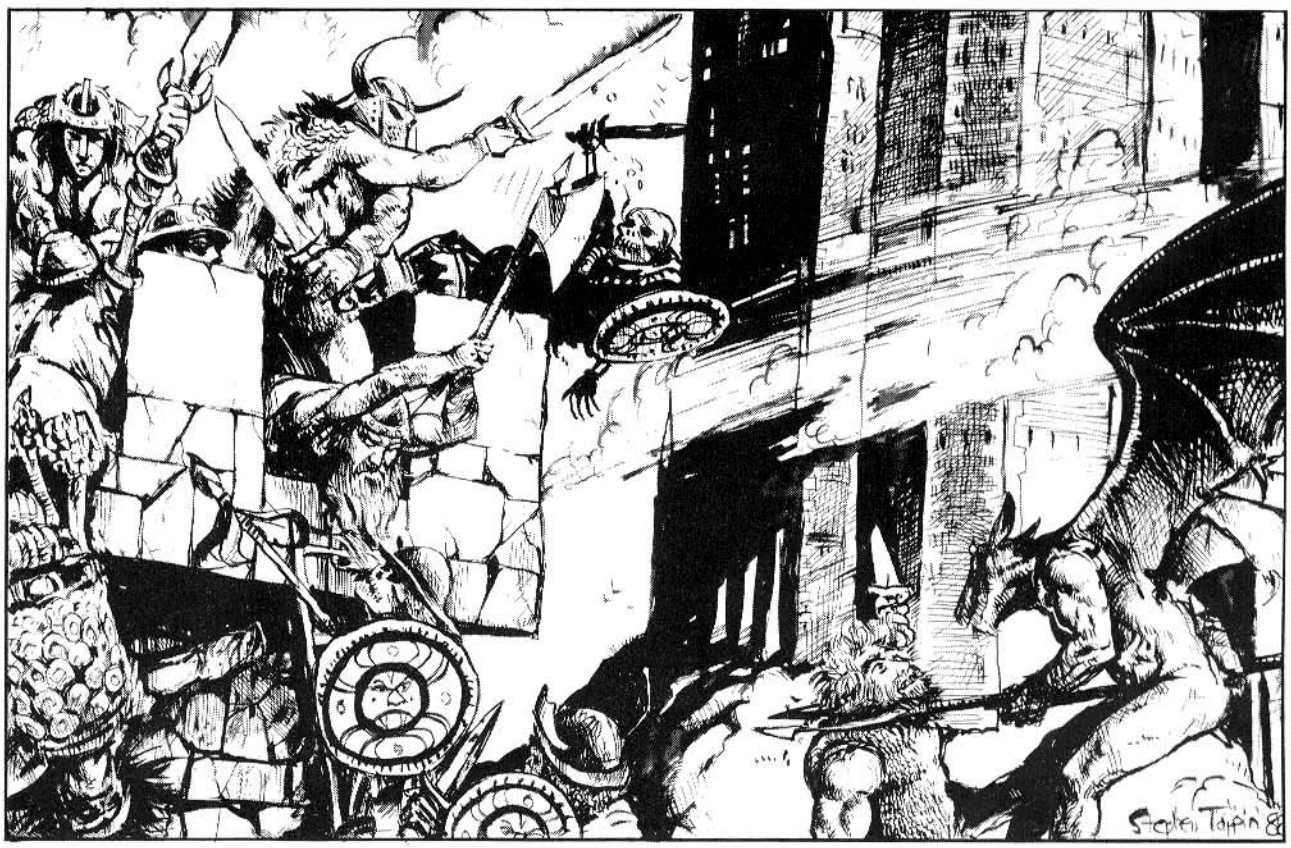
Even the height of a parapet offers some protection from aerial attack, although less than a high wall.

To allow for this, the following rules apply:

1. No flying creature may engage a ground target in hand-to-hand combat if the target is within 4″ of a castle wall or tower.
2. No flying creature may cross a wall, descend to *attack height*, and attack during the same turn.
3. A flying creature may attack troops on a parapet, but suffers a -1 'to hit' penalty owing to the cover afforded by the parapet. This penalty applies even if the flying creature is not actually attacking *across* the parapet.
4. Any flying creature attacking troops on a parapet may collide with the parapet and be destroyed. If the player rolls a 1 on the combat 'to hit' dice, the attack not only fails to hit, but the creature collides fatally with the parapet and is automatically slain. It falls to the ground as described on p125 of the main **Warhammer Fantasy Battle** rulebook, along with any rider.
5. Any creature flying into a wall at *attack height* is slain and must be removed from play.

AERIAL RECONNAISSANCE

Intelligent flying creatures, or other flying creatures with intelligent riders, may be used for aerial reconnaissance. The atacking player automatically becomes aware of troops and other activity on the ramparts and battlements and in the courtyard, if such a creature flies over the castle.



MAGIC

It's all very well laying stone upon stone until you're sure that not even the most determined Dragon could force an entrance into your country retreat, but what about magic? What is to stop your opponent *teleporting* assassins into your very bedchamber? Who can guard against spells of destruction that can tumble your walls and ruin your interior decorating?

The answer is simple! With one of our special multi-coverage magical insurance policies you can cover yourself against acts of any demonic or supernatural origin, as well as the workings of magic in general. What sensible householder could fail to take advantage of this wonderful offer?

HOW IT WORKS

Because magic is a part of everyday life in a fantasy setting, all castles have a certain amount of built-in magical protection. Indeed, it would be foolish to build a fortress without taking out this simple insurance. This makes it difficult to cast spells across the boundaries of the castle, and gives a castle structure a measure of protection against destructive magic.

By the same principle, this protection extends to the exclusion of supernatural creatures from the boundaries of the castle.

This form of magical protection is invested into the foundations of the castle and is very hard to break down, although - as we shall see later - it is not impossible.

THE MAGICAL BOUNDARY

The castle wall outlines the magical boundary around the castle. Troops *inside* the castle are automatically within the boundary, and troops *outside* the castle are automatically outside it. Troops scaling a wall are crossing the barrier as they fight with defenders at the top, and will not have crossed it until they have fought their way on to the rampart. Attacking troops who wish to charge into hand-to-hand combat with defenders in a gateway or a breach must cross the boundary in order to do so.

The boundary extends through all gates, forming a complete defence.

Spells

When a spellcaster on one side of the boundary casts a spell which is to take effect on the other, an additional test must be made. Any spell targeted against the castle itself is also subject to this test. Roll 1D6:

1 Nothing happens. The caster deducts **double** the magic points normally required for the spell.

2 Nothing happens. The caster deducts the magic points normally required for the spell.

3 Nothing happens this turn. The GM should roll on this chart in the following magic phase, and apply the results then.

4 The spell works, but the caster must spend **three times** the magic points normally required. If the caster has insufficient points to achieve this, the spell does not work and the caster's magic point total is reduced to zero.

5 The spell works but the caster must spend **twice** the magic points normally required. If the caster has insufficient points to achieve this, the spell does not work and the caster's magic point total is reduced to zero.

6 The spell works as normal.

Those spells which are classed as *magic missiles* in the main **Warhammer Fantasy Battle** rulebook, such as *Lightning Bolts* and *Fire Balls* (and, for the purposes of this rule only, *Wind Blast* spells) follow the normal rules governing missiles and line of sight (see *Missile Fire*, p28). They cannot be targetted through walls, but may be targetted through breaches or at troops behind a parapet. However, a test must be made as normal when the spell's effects cross the magical boundary.

Spells may, of course, be targetted *against* a wall if desired. A wall attacked directly by magic still benefits from the protection of the magical boundary, and the test must be made before the spell can affect the wall.

Supernatural Creatures

The term *supernatural creatures* includes all Undead, Ethereal, Demonic and Elemental troops, creatures and characters. Essentially, supernatural creatures are all creatures which are *subject to instability.* Creatures and followers of Chaos who have gained the *Dimensional Instability* mutation (see **Realm of Chaos**) are affected by the magical boundary in the same way.

Supernatural creatures must roll on the following table whenever they attempt to cross the magical boundary. One test should be made for a whole unit, but character models may be tested individually as appropriate. Roll 1D6:

1 **Blasted.** The creatures may not pass. If the test is being made for a unit, 2D6 creatures are automatically destroyed. If the test is being made for a character model or individual creature, the creature loses 2D6 *Wounds,* with no saving throw.

2 **Repulsed.** The creatures may not pass. If the test is being made for a unit, 1D6 creatures are automatically destroyed. If the test is being made for a character model or individual creature, the creature loses 1D6 *Wounds,* with no saving throw.

3 **Barred.** The creatures may not pass, but are unharmed.

4 **Creatures may pass** but may not fight in hand-to-hand combat during the turn in which they pass. Any successful hits upon them this turn automatically cause damage - there is no need to make a *throw to wound.*

5 **Creatures may pass**, but lose 1 **A** point for this turn only. Any successful hits upon them this turn automatically cause damage - there is no need to make a *throw to wound.*

6 **Creatures may pass**, but lose 1 **A** point for this turn only.

Creatures which fail to cross the boundary on the first test may test again in the next movement phase. It is not possible to reserve move across the boundary.

It is necessary to cross a magical boundary in order to make any attack against creatures on the other side of it - when making assaults by ladders, for example. It is also neccessary to cross a magical boundary in order to enter a breach or a gateway.

Troops pushed-back from a breach, gateway or wall are not affected as they are pushed back through the boundary, but will have to test against if they wish to re-cross in a subsequent turn.

Wizards

A wizard who is not a supernatural creature may cross the magical boundary normally, but may not cast spells during the turn in which he crosses the boundary. This includes using spells or spell-like abilities from magical items. In addition, any spell currently cast upon the wizard will be immediately dispelled as the boundary is crossed.

Aerial Creatures

Aerial creatures are not affected by the magical boundary. An airborne magician may cast spells into a castle without taking a test.

> *"If you built walls under your castle to keep out the mines, and walls above the castle to keep out the giants and the flying creatures, then you might have a safe castle. Except for magic. And running out of food."*
>
> *Anon*

FIRE

Fire is a deadly enemy of the property-owner. Fortunately, you are sensible and have built your castle from stone. The castle walls are therefore not flammable and cannot be affected by fire.

THE FIRE RULES

The normal fire rules apply as described in the main **Warhammer Fantasy Battle** rulebook. Although the castle walls are invulnerable to fire, the tower interiors are *flammable* and may be set alight.

As the fire rules work in the standard fashion, we shall not reiterate them here, except to define specific cases unique to the siege game.

Machines

All machines are *flammable*, including cannon and mortars. Fire is actually the biggest danger faced by a machine as it lumbers towards the enemy's walls. Although it may be immune to most missile attacks, fire can easily turn days of hard work into a pile of smouldering ash.

If a machine is hit by a flaming weapon of any kind roll 1D6. If the score is 6, the fire has taken hold. A suitable marker should be placed next to the machine - a piece of cotton wool pulled-out to represent smoke will do very well.

At the start of every turn thereafter, regardless of which side's turn it is, the GM must roll 1D6 for all burning machines:

Die roll		Result
Open Machines	Enclosed Machines	
1	1-2	The fire goes out.
2-5	3-5	The fire still burns; no other effect.
6	6	The machine is destroyed.

Enclosed machines are more fire-resistant than open ones. Their cladding is assumed to include wet hides, mats of soaked straw, or some other suitable material to prevent them catching fire.

No sensible commander would let his engines anywhere near the enemy without at least a good soaking in water first.

As well as using the second column of the table given above, an enclosed machine also ignores the first fire hit of every turn unless the missile has a *Strength* of at least 7. So, for example, if an enclosed machine is hit by a single flaming arrow the hit is ignored. If it is hit by two flaming arrows, this counts as only one hit, three counts as two, and so forth.

When a machine is destroyed by fire, its crew will be killed in the same way as if it had been destroyed by ordinary missile fire (see *Destroying Machines*, p62).

Preparing Fire Weapons

Defenders on a rampart section which contains a brazier may fire flaming missiles if they are armed with suitable missile weapons. A spear, javelin or other hand-hurled missile may be 'fired', as may an arrow or crossbow bolt, but stones and sling-shots may not.

Any stone or bolt throwing engine may fire flaming ammunition if it is provided with a brazier.

Hot sand and boiling liquids, although hot, are not flaming and cannot set a target on fire. However, when boiling oil is poured onto an already burning machine, you should roll 1D6 immediately. On a roll of 4 or more, the machine immediately bursts into flames and is destroyed in a most spectacular manner.

Extinguishing Fires

Fires in buildings may be extinguished using any of the methods outlined in the main rulebook (**WFB**, p137).

In addition, supplies of sand or water may be used deliberately to extinguish fires, should the defenders wish. Sand or water may be 'thrown' into an adjacent section/level instead of down upon attackers. Needless to say, neither needs to be prepared on a brazier for this purpose. Each batch of sand or water poured on a burning *building section/level* will reduce the amount of burning damage sustained in the following turn (1D3) by 1 point. Three batches will automatically extinguish a fire. If the amount of damage taken by a burning section/level is reduced to zero or less in one turn as a result of sand or water being poured on it, the fire is extinguished.

Similarly, each batch of sand or water thrown onto a burning *machine* will reduce the burning damage roll by -1 in the following turn.

EXPANDING THE CASTLE

So far, we have concentrated on the *Border Fortress* castle layout. The rules in this book can, of course, be applied equally well to castles of any size and layout, and in the section on castle layouts on pages 7-8 we saw a few alternative layouts. The map below includes all the features you will need for most alternative layouts and features are reproduced in the pull-out section (pp129-132). Simply photocopy (permission to do so is granted for personal use only) and cut out the components you need, and put them together in the arrangement you want.

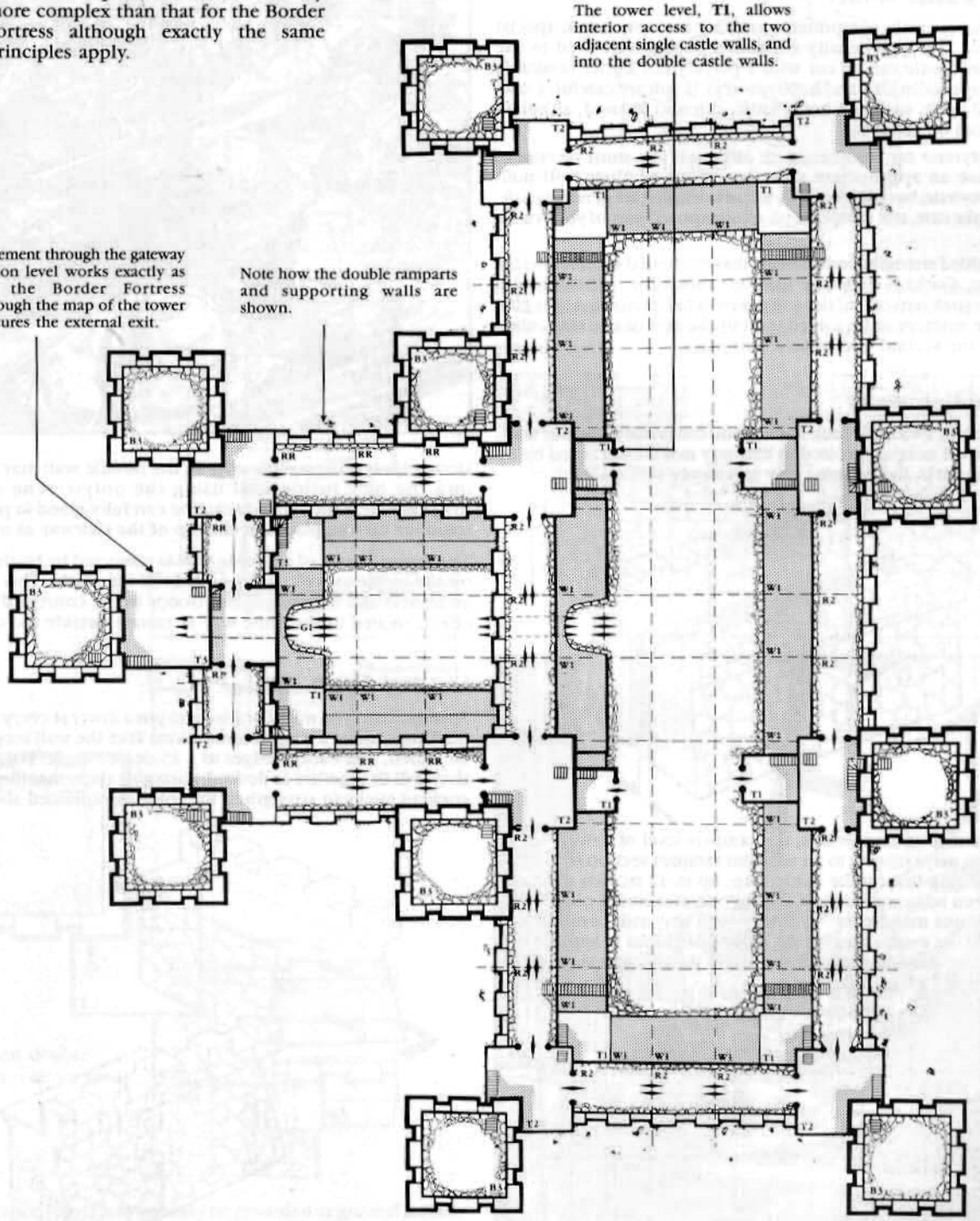
THE FASTNESS CASTLE MAP

The Castle Map for a Fastress is inevitably more complex than that for the Border Fortress although exactly the same principles apply.

The tower level, **T1**, allows interior access to the two adjacent single castle walls, and into the double castle walls.

Movement through the gateway section level works exactly as per the Border Fortress although the map of the tower obscures the external exit.

Note how the double ramparts and supporting walls are shown.



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ADAPTING THE CASTLE

The Castle Map

You will find it necessary to change some of the level layouts if you want to place towers in line with walls, or if you want to use the special high towers or double rampart sections. This is really a matter of common sense! You can see how we have allowed for these minor variations in the castle maps shown above. Of course, there is nothing to stop you adapting these maps in any way you wish.

The Castle Model

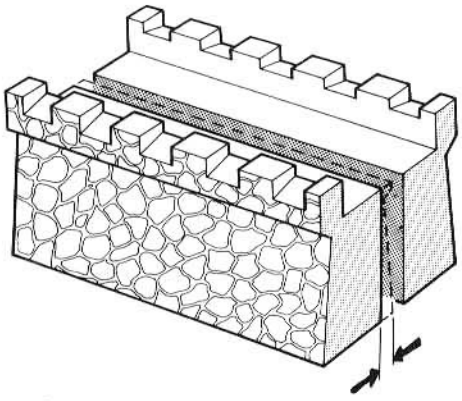
The basic castle components are easy to convert into special pieces. The high-density expanded polystyrene used in the Citadel Castle can be cut with a polystyrene cutter (available from specialist DIY and hobby stores). If you are careful, a saw-edged knife, such as a bread knife, can also be used, although this can be messy!

Polystyrene can also be glued, although you must be sure to choose an appropriate adhesive. A lot of glues will melt polystyrene, but pastes or PVA woodwork glue are generally safe. To make sure, test a little bit on an unexposed part of your castle first.

For added strength, components may be pinned together before gluing. Cocktail sticks are ideal for this. Glue half the length of the stick into one of the components to be joined. Apply glue to the surfaces to be joined, and to the rest of the stick, then push the second component into place.

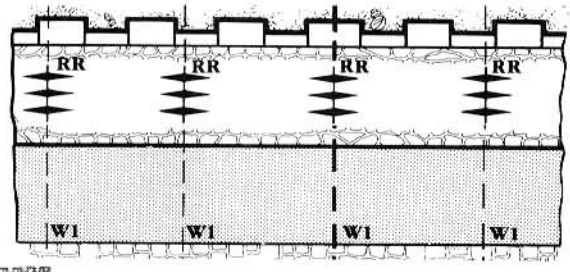
Doubling Walls

By placing two walls back-to-back you can create a **double wall**. The wide rampart created in this way may be occupied by up to 8 models, in the same way as a tower section/level.



Because of its extra width, the rampart level of a double wall section may connect to an adjacent rampart section by a triple connecting line on the castle map; up to 12 models may pass between adjacent sections during one movement phase. This rule is not mandatory - a double wall may still connect by a double, or even a single line if the GM thinks it appropriate. However, generally speaking a triple line is most suitable.

The wide rampart of a double wall is indicated on the castle map by using the code **RR** instead of the normal **R**.

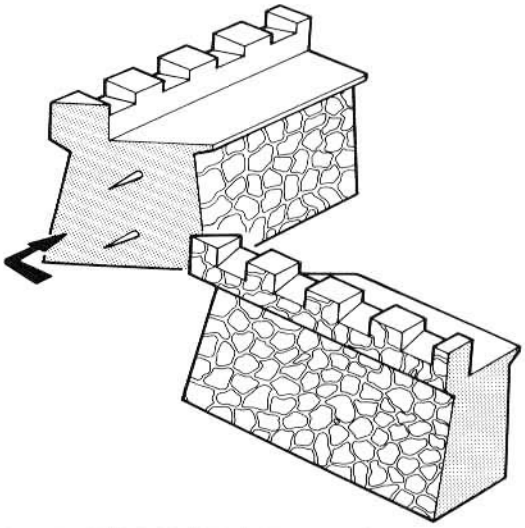


Doorways leading to stairways in the double wall may be cut into the new inside wall using the polystyrene cutter. Alternatively, a model door may be carefully glued in place. A trapdoor may be placed at the top of the stairway as normal.

The rampart level of a double wall is protected by battlements on the inside as well as the outside of the castle. This affects awareness and targeting rules. Troops in the courtyard are, in effect, treated in the same way as troops outside the castle.

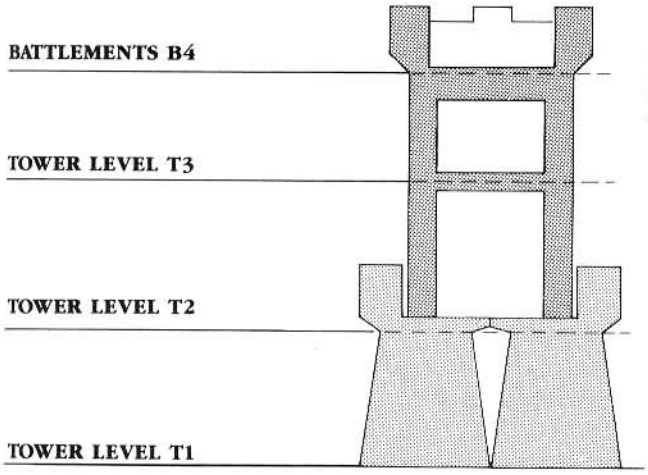
Making a Wall Corner

At some time, you might not want to put a tower at every corner. Wall corners are a simple conversion. Take the wall sections to be joined, and cut the edges to a 45 degree angle. Ensure that they will fit together as desired, then glue them together, using cocktail sticks to strengthen the joint as explained above.

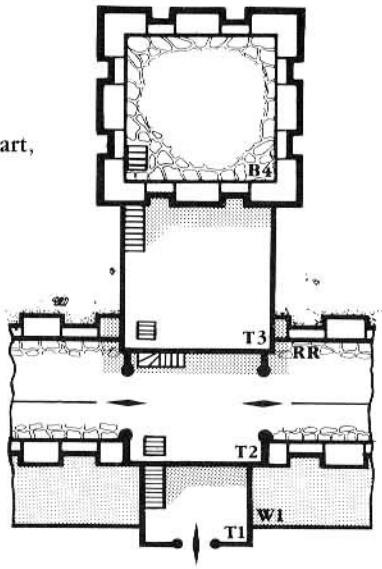


Towers on Walls

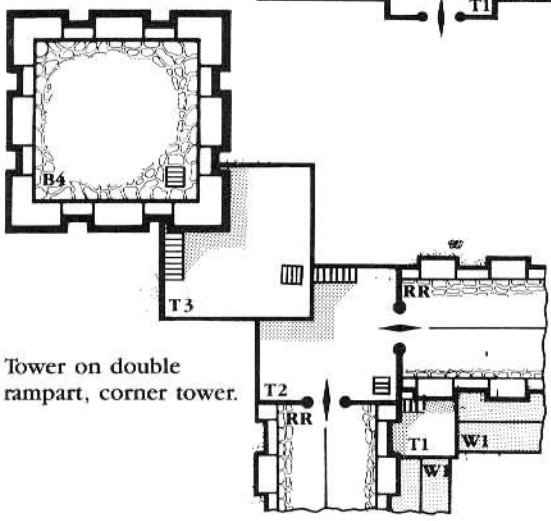
A tower may be placed directly on top of a double wall, as shown below. This creates a tower with four levels rather than the usual three. The bottom level (**T1**) is presumed to occupy what would otherwise be the wall (**W1**), and the second level (**T2**) is presumed to occupy what would otherwise be the rampart (**R2**).



This is drawn on the castle map as shown below.



Tower on double rampart, in-line.



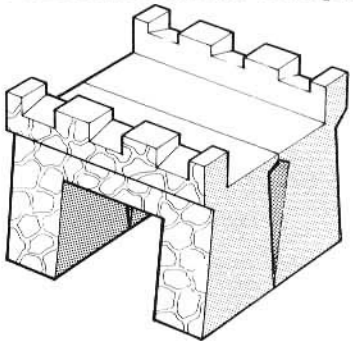
Tower on double rampart, corner tower.

An entrance into the tower may be provided at ground level by the addition of a door to the bottom of the wall.

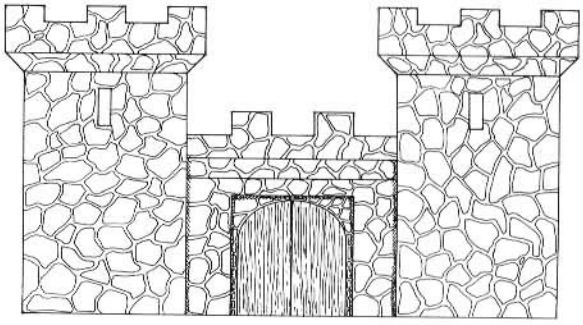
Doorways between the tower section 2 (**T2**) and rampart level (**R2**) are provided by aligning the tower model appropriately. This arrangement will leave doorways suspended at level 3 (**T3**), with no adjoining ramparts. These holes can be either ignored, treated as representing windows, or covered over with card.

A Gatehouse

This conversion requires two towers and two gateway segments. Cut each gateway segment into three equal lengths, with the gate in the centre of one. Glue the two gateway sections back-to-back to make a double wall with a gateway going right through, as shown below. Discard the uncut piece of wall.

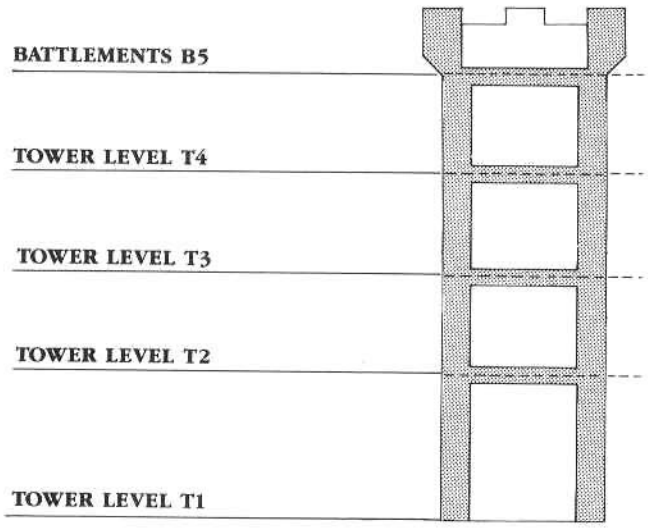


Assemble the two towers as normal, and glue them either side of the gate section. Add the plastic gate to the outside, and the Gatehouse is now completed, with a double rampart over the gateway itself.



Building High

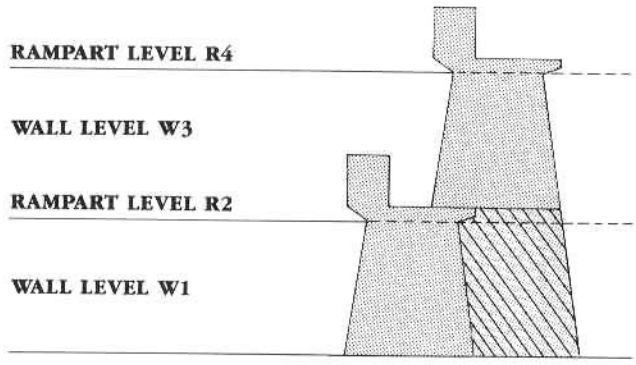
By cutting the battlements from the top of a tower and gluing another tower on top, you can create towers of any height you wish. Doorways left hanging in mid air can be covered over with card or left as representing large windows.

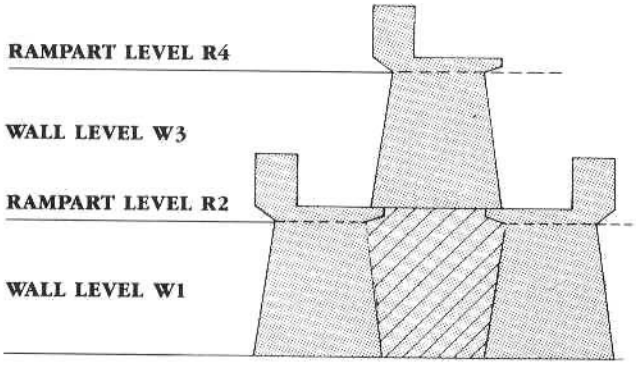


This can be represented on the castle map in a similar way as the four level tower shown on p87.

Over the Top

Once you've got the hang of the rules and the castle map, nothing can stop you designing castles as large and complex as you want! One way of extending the walls is shown below - this creates a rampart on top of another rampart level!



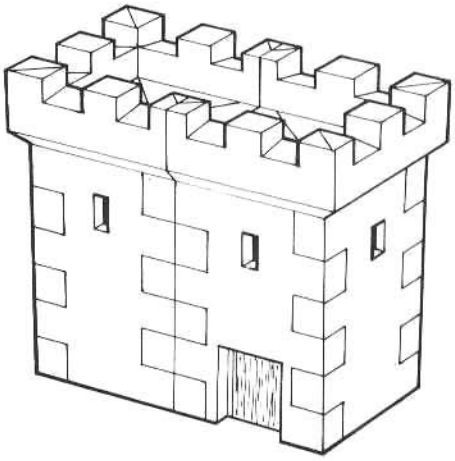


A city wall of epic proportions can be made by piling wall segments on top of each other.

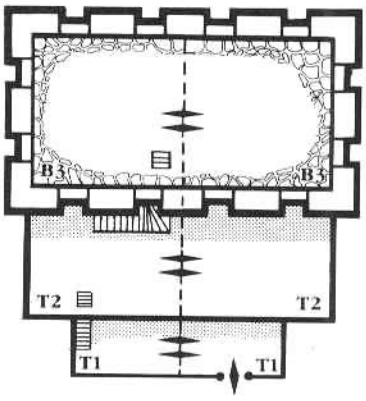
Multi-section Towers

The largest building we have considered so far has only a single section. Even the high towers described above have only one section, although they have four or more levels and a corresponding number of section/levels.

It is fairly easy to convert the components in the Citadel Castle set to make larger towers. A double-width tower can be made by taking two 'standard' towers, trimming the parapet off one side, and joining them together. You may need to make a new roof to cover any gaps, but this can be done very simply with a piece of plasti-card, which is readily obtainable from better model shops.



This tower has two sections, and is represented on the castle map as shown below.



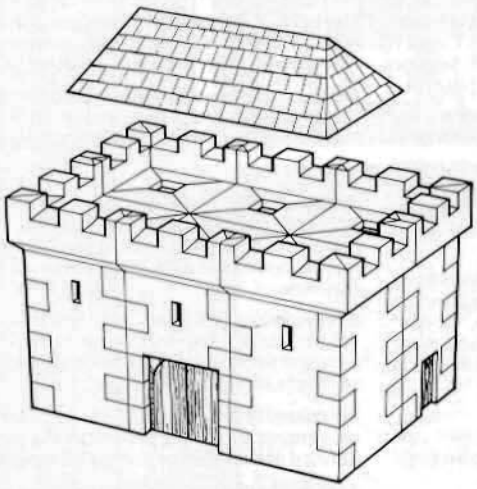
There is a double connecting line between each section, allowing up to 8 models to move between the section/levels per turn. You can reduce this to a single connecting line if you like, representing an internal wall or other partition between the two sections. This is up to you.

A two-section tower may have more than the normal 3 levels - if you like, you can add further levels, as we've already seen.

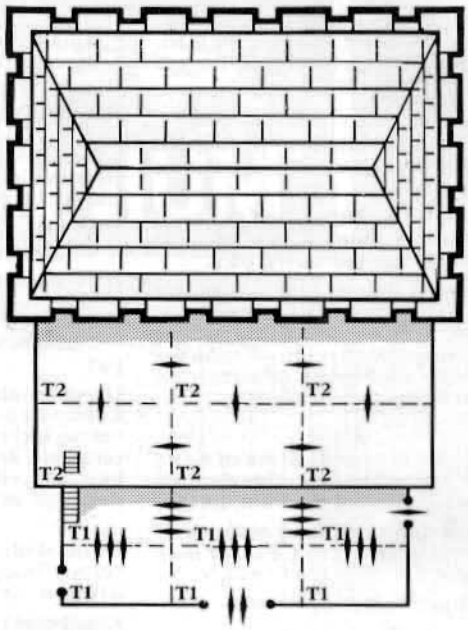
And there's no reason to stop at two sections. You can make towers of any size by fastening basic tower models together. These larger - and often taller - towers, may be thought of as 'keeps' - the strongest and most important part of a medieval castle. Such buildings may even be left as free-standing in the centre of the courtyard, forinstance.

A Hall

Alternatively, by keeping the towers low and by adding a scratch-built card roof you can make a 'hall'. Halls are not as readily defensible at towers, but they add an element of interest and realism to your castle. Every castle has to have a place where people live. This might be just a keep, but larger castles would probably have a hall as well. This is where the castle's owner has his private apartments, and where he entertains his guests.

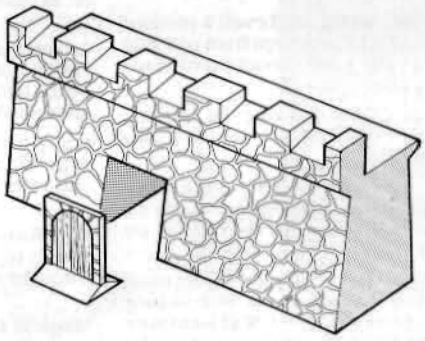


The plan across shows a hall made from six normal towers. It has six sections and two levels. The third 'roof' level is not included because the hall has a pitched roof of thatch or slates - there is no battlement level, and the roof cannot be occupied. Level 1 represents a single large space divided only by pillars, so the **T1** section/levels are all connected with triple lines. The second level is divided into rooms, so moving around is more difficult and single connecting lines are used. This is just one version of a hall, and you will probably be able to invent many more shapes and layouts.

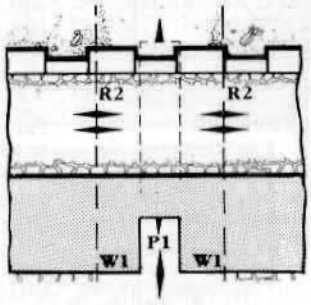


A Postern Gate

Larger castles may have more than one gateway. Some may have small gateways, called *posterns*. These are little more than narrow doors leading directly from the courtyard to the outside. You can make a postern by cutting through a wall segment and attaching a door to the outer wall.



On the castle map, the postern is shown by a single connecting line going from the courtyard to the outside. Unlike a gateway, the thickness of the wall does not count as a section.



These are just a few of the possibilities for converting the *Mighty Fortress* set - there are many more, and the only real limit is your own imagination!

Happy modelling!

GLOSSARY

The siege game uses a number of specialised terms, as you will have seen from the rules. This glossary presents short definitions of them for easy reference.

Attacker: applies to the side, player/s and any model besieging the castle; also known as the *besieger*.

Ammunition Counters: used to record expenditure of ammunition for siege engines (see *Missile Throwers*, p63).

Awareness: models are said to be *aware* of other models if they are in a position to 'know they are there'. See the chapters on *Using the Castle Map* (p14), *Introducing The Strategic Map* (p56), *Construction* (p77), and *Flying Creatures* (p81).

Batch: applies to a fixed amount of water, sand, lime, oil, rocks or any other *dropped missile* (see *Defending the Walls*, p45).

Battlement: applies to the top *section/level* of a tower, represented on the *castle map* by the letter **B** and the level number.

Besieged: see *Defender*, below.

Besieger: see *Attacker*, above.

Blocking: the action of a single model preventing another model ascending a ladder or grappling line, or moving through a doorway. See the chapters on *Gates and Doors* (p35), *Assaulting the Ramparts* (p39), and *Large Humanoids in the Game*, (p50).

Captured/Held Section/Level: a section/level occupied only by troops from one side at the end of the game, counting towards that side's *victory points*.

Castle Map: a map showing the internal arrangement of the castle, divided into *section/levels*.

Claimed Section/level: an empty *section/level* claimed towards *victory points* by one side. See *Victory* in the chapter on *Starting the Game* (p53).

Cohesion: models belonging to the same unit do not have to remain in base-to-base contact as in the normal **Warhammer Fantasy Battle** rules, but must obey the *cohesion* rules given under *Movement in the Castle*, p20. Further cohesion rules may be found under *Split Units*, p23.

Concealment: any model not visible to the enemy, and therefore not eligible as a missile target, is said to be *concealed*.

Connecting line: a symbol used on the *castle map* to indicate possible access between *section/levels* (see *Maps*, page 10).

Courtyard: an open area within the castle walls.

Counterfire: fire from defending *missile throwers* against attacking troops and construction projects on the *strategic map* (see *Counterfire*, p64).

Countermining: *mining* undertaken by the defender with the intention of intercepting an attacking mine. See the chapter on *Construction*, page 77.

Critical Damage: damage taken by a *section/level* in excess of its *defence points*. See the chapter on *Structural Damage*, page 31.

Day: in normal game time, a day is one playing session or a period of normal time between two periods of *strategic time*. In strategic time, it is one strategic turn.

Defence Points: the amount of *structural damage* a single section/level may sustain before it becomes liable to collapse. Usually 10 points in the case of the castle. See the chapter on *Structural Damage*, page 31.

Defender: the side, player/s and any model under siege - also known as the *besieged*.

Disengaging move: a compulsory move made by *routing* troops, immediately after hand-to-hand combat and before *retreats*. See *Retreating, Retiring and Routing* on p25.

Dropped missiles: anything dropped from a *rampart* or *battlement* onto an attacker below, including boiling liquids, stones, rocks, etc. Represented on the *castle map* by a *dropped missile counter*. Each use is described as a *batch*.

Embattled: protected by a *parapet* (qv, below). Troops attacking embattled troops have a -1 'to hit' modifier.

Engagement: a hand-to-hand combat in a *section/level*. See *Engagements* in *Combat in the Castle*, page 23.

Engine of Assault: a class of *siege machine*, used to assault the castle directly. Includes battering ram, pick, drill and mouse. See *Engines of Assault*, p67.

Exposed: any model visible to the enemy and liable to be seen, shot at, etc, is said to be *exposed*.

Gateway: the *section/level* occupied by a castle gate. Represented on the castle map by the letter **G** followed by the level number (almost always **1**).

Gunpowder Counters: used to record expenditure of *ammunition* for cannon and mortars (see *Missile Throwers*, p63).

Log Ram: a small tree-trunk ram used mainly to assault doors and gates, as distinct from the heavier battering ram.

Magical Boundary: the protective magical boundary surrounding every castle. See the chapter on *Magic*, page 82.

Mines: tunnels dug towards the castle walls with the intention of undermining them and weakening the foundations. See the chapter on *Construction*, page 77.

Missile Thrower: a class of *siege machine*, includes bolt thrower, stone thrower, cannon and mortar.

Parapet: the crenellation on a *rampart* or *battlement*, to provide cover for defending troops.

Progress Roll: a D6 roll to establish how far a *mine* progresses each day. See the chapter on *Construction*, page 77.

Quadrant: one quarter of the *strategic map*, corresponding to one side of the castle: north, south, east or west.

Rampart: the top *section/level* of a wall, represented on the *castle map* by the letter **R** and the level number.

Retire: a voluntary move away from an *engagement*, made during the *movement phase*. Troops may not normally retire if they lost the previous combat round. See *Retreating, Retiring and Routing*, p25.

Retreat: a compulsory move made after losing a round of hand-to-hand combat. See *Retreating, Retiring and Routing*, p25.

Rout: a state of uncontrolled panic. Routing troops are subject to special rules. See *Retreating, Retiring and Routing*, page 25.

Screen: a class of *siege machine* used to protect troops from enemy missile fire, including mantlet, sow and siege tower. It may be combined with other classes of siege machine.

Secondary Collapse: the collapse of a section/level due to the collapse of an adjacent section/level, rather than because of direct structural damage.

Section/level: the standard unit for movement and occupation in the castle, defined as one level of one building section.

Siege Machine: also known as *siege engine*. Comprises three categories: *missile throwers*, *engines of assault* and *screens*.

Size Ratio: large humanoid creatures count as 2 or more human-sized models for purposes of movement, occupation, missile fire, construction, etc. See the chapter on *Large Humanoids in the Game*, page 50.

Split-level engagement: an *engagement* between a tall creature on the ground and troops at a higher level, such as a rampart. See the chapter on *Large Humanoids in the Game*, page 50.

Strategic Map: a map used by the attacker, showing the off-table area around the castle. See the chapter on *Introducing the Strategic Map*, page 56.

Structural Damage: damage sustained by the castle itself, measured in *defence points*.

Supernatural Creatures: Undead, Ethereal, Demonic and Elemental creatures. See the chapter on *Magic*, page 82.

Supplies: stocks of food and other vital resources used to feed troops and construct engines, mines etc. See the chapter on *Supplies*, page 75.

Tertiary Collapse: the collapse of a *section/level* owing to the *secondary collapse* of an adjacent section/level, rather than because of direct structural damage. See the chapter on *Structural Damage*, page 31.

Tunnel Score: the accumulated score from *progress rolls* made when digging a mine. When the tunnel score reaches 20, the mine is in position. See *Mining* in the chapter on *Construction*, p78.

Victory Points: a measure of how successful a player or side has been, calculated at the end of the game.

Zone: an area of the *strategic map*. The map is divided into three zones: *ready*, *encamped* and *remote* as one moves away from the castle. See the chapter on *Introducing the Strategic Map*, page 56.

SIEGES IN THE 41st MILLENNIUM

A fortress is a living thing: the commander its brain, the walls its bones, the sensors its eyes and ears, the troops its blood, their weapons its fists. This tells us two things: If one organ fails, the whole dies. And if the whole dies, no single organ can survive alone.

- attributed to Mordin Barr

WARHAMMER 40K SIEGE RULES

Before the Gretchins lay a wounded land. For the past hour their Orkish masters had poured shells into the area, and the smell of scorched earth still lingered in the air. Through the smoke and gas that drifted over the scarred landscape, they could just make out their goal - an ancient fortress, alone and forgotten on a desolate world. But now it was in use again, last refuge to a squad of the hated Space Marines.

Behind his Gretchin slaves, the Ork Warlord Grutbrog Headripper drooled at the prospect of an easy victory. The Marines might be hiding inside the fortress, but they were vastly outnumbered. And he had a suprise in store. At his signal, an Ork Dreadnought lumbered forward, crushing two of the slower, more stupid Gretchins underfoot as it advanced.

The Gretchins cowered as the machine waved them forward with its metal arm. The heavy bolter on its other arm lent authority to the command, and they started to run forward. Death in battle was generally quick and sudden, and might be avoided; the displeasure of their Orkish masters, on the other hand, led to a slower, more painful and completely inevitable death.

On the walls of the fort, Brother Jericho watched the Dreadnought. Its progress was cautious; at least a dozen Gretchin slaves always walked in front of it in case of mines. The Dreadnought was now almost exactly at the centre of the minefield, and Jericho permitted himself a small, grim smile as he triggered the remote switch.

A split second later the ground beneath the Dreadnought erupted in a searing blast of rock and flame. Jericho watched narrowly as the lumbering shape slowly emerged from the smoke and flame; its armoured hide was blackened, twisted in places, and smeared with the remains of its Gretchin escort, but it appeared to be undamaged. But with each step its pace increased, and the surviving Gretchins were trampled or kicked aside as the killing machine lurched out of control towards the fortress.

The dull, metallic *crunch* as the Dreadnought smashed into the fortress wall was followed a split-second later by the lower *thud* of the ejector mechanism vomiting the pilot's capsule out of the wreck. The silver-white globe arced through the air, and hit the rampart ten paces from Brother Jericho. It ruptured on impact, spilling the soft green-white body of its pilot onto the stone in a wave of steaming protoplasm.

Even as the cockpit-shell landed, Jericho was running towards it. A wave of protoplasmic fluid cloyed around his boots, and was already cooling to a viscous gel as he stood over the pale, shrivelled creature which lay helpless in a clot of organic slime, its spine ripped open to expose a glistening trail of cables.

Brother Jericho paused for a second, and glanced over the parapet. The attackers were getting closer. He unlimbered his bolter, and, with economy of movement born of years of training, stepped on the pilot's throat as he turned to fire.

• THE SIEGE RULES

The bulk of the siege rules are to be found in the **Warhammer Fantasy Battle** section of this book (pp 4-90), and most of them can be applied to **Warhammer 40,000** without modification.

Of course, there are many elements of Warhammer 40,000 which do not appear in Warhammer Fantasy Battle - mines, for instance, and weapons of such awesome destructive power that they can melt or blast straight through a wall of stone.

This part of **Warhammer Siege** deals with those aspects of a **Warhammer 40,000** siege which need individual explanations. The following sections cover setting up and playing, a selection of scenario ideas, the use of **Warhammer 40,000** equipment in attacking and defending a fortress, the Standard Template Construct and its effect on fortress design, and more.

But first, here are a few notes on those aspects of the main Siege rules which need to be modified for battles in the 41st millennium.

The Fortress

The standard fortress is made of stone or a stonelike material, such as cement, coral, metal slag, and so on. Its profile is as follows:

Feature	T	Dmg	Save
Section/level	8	10	5, 6
Gates	8	7	-
Door/Trapdoor	6	5	-

Some advanced constructions and materials, with different characteristics, are covered on p 112 .

Concealment, Exposure and Awareness

Note that equipment such as bio-scanners and energy scanners will have an effect on these rules. Also, fliers which can communicate with ground forces can pass on their awareness, and can permit corrective aiming of indirect fire (**WH40K**, p235).

Movement and Occupation

Weapons on mobile mounts, such as the Tarantula and the Eldar D-Cannon on its anti-gravity platform, count as a model in their own right for purposes of movement and occupation. Thus, the Tarantula and its crew of 1 counts as 2 models.

Combat in the Fortress

Combats in tower (T) section/levels follow the normal rules for area weapons within buildings (**WH40K**, p36).

Large Humanoids

The following races count as 2 models: Ogryns, Zoats, Ambulls, the larger Warp Entities, Cthellean Cudbears, and medium Dinosaurs.

Dreadnoughts and large Dinosaurs count as 4 models.

Supplies

In conventional sieges, supplies are ignored; it is assumed that they are readily available to both sides.

Magic

In **Warhammer 40,000**, psionics take the place of magic. The magical barrier will affect psionics in the same way as magic, but its use in **Warhammer 40,000** sieges should be considered optional, and subject to the agreement of both players.

• SIEGES IN THE FAR FUTURE

Walls of stone and walls of iron
Fall down all the same.
They may delay but don't prevent
The hail of death and pain.

- assault battle-hymn, Whitescars Chapter

The stellar realms of **Warhammer 40,000** are vast, and their millions of star-systems include countless worlds where, for one reason or another, a traditional fortress of stone or more advanced materials may be found. Not that its use is restricted to feral and mediaeval worlds; a version was incorporated into the Standard Template Construct system, and the universality of its functional design means that many alien races employ the same or similar structures.

This section of **Warhammer Siege** outlines the role and use of the fortress in the worlds of **Warhammer 40,000**. Of course, with over a million worlds under the direction of the Emperor, the potential number of siege battles is vast, and even the most dedicated gamer will have an inexhaustible supply of siege actions to fight on the tabletop.

Siege actions add a new range of challenges and considerations to those of the field battle, and can provide great tests of skill and inventiveness for the players, whether attacking or defending the fortress. The objective might be simple, but the path to victory is always paved with the bones of friend and foe alike.

• DESIGNING SIEGE BATTLES

'You ask me how, for example, I would deal with a fortress. What can I say? Blast it? Burn it? Gas it? The list is endless. But the military man should never raise such questions. From the moment he enters the Chapter he is taught to deal with practicalities. What is the objective - capture or destroy? What troops do I have - Space Marines or native planet regulars? How are they equipped? What is known of the defenders? And so on.

A military man avoids open questions, and resists himself to facts. This is a crucial difference; a question requires an answer, a set of facts has only a result. An answer raises further questions, but a result is indisputable.'

- The Archive Memoirs of Imperial Commander Ryland Kline

A siege, just like any other tabletop battle, requires some kind of background, to give the commanders their objectives and to explain the circumstances in which the battle is taking place. For a one-off game, this need only be the immediate objectives and recent history of each side. You may like to detail this background further, perhaps to the extent of creating a series of battles or a campaign, where past results have a direct effect on play. A number of example scenarios are presented on p 94 , but of course you are free to amend or discard these ideas and to come up with your own.

Types of Siege

There are no rules for choosing a scenario; you might base it round the figures that you have available, or you might start with an idea for a force or a situation, and then collect the models necessary to fight it.

Despite the limitless variation which can be found in the **Warhammer 40,000** universe, it is possible to divide siege actions into three categories, depending on the amount of technology available to either side.

Conventional sieges are fought between forces which consist entirely of conventional **Warhammer 40,000** troops - Space Marines, Orks, Imperial Army, Eldar, Tyranids, and so on - equipped with their usual range of high-technology weapons.

Primitive sieges are fought between forces with a predominantly feral or mediaeval level of technology and equipment; they are most like those described in the **Warhammer Fantasy Battle** section of this volume. One or both sides may have access to a limited amount of conventional troops and/or equipment.

Mixed sieges take place between a conventional force and a primitive force - for example, a few squads of Marines against the army of a warlord on a mediaeval world.

The following chart summarises these types of siege and associated forces:

Game Type	Attacker	Defender
Primitive	P+C	P+C
or	P+C	P
or	P	P+C
Mixed	P	C
or	C	P
Conventional	C	C

P = primitive forces
C = conventional forces

Most players will probably prefer to start with conventional sieges, expanding into primitive and mixed actions as they get the hang of things. They are a little more effort, but can be most enjoyable and rewarding.

In *conventional* sieges, or *mixed* sieges where the attacker has conventional forces, it is worth noting that the attacking side must have some reason for assaulting the fortress, rather than simply destroying it with support weapons from space or from remote installations. These reasons need to be built into the scenario outline, and you will find some examples of this in the sample scenarios see p94.

• EXAMPLE SCENARIOS

PRIMITIVE SIEGES

1. A Gift from the Past

During the *Dark Age of Technology*, the world of Marzan was a flourishing colony based on a *Standard Template Construct* system. Now, it is a degenerate mediaeval world, and much of the old technology has been lost.

Agents of the Adeptus Mechanicus have uncovered what they believe to be the site of the planet's STC system - beneath a stone castle now occupied by a local warlord and his followers. The agents have promised aid to a local bandit group in order to stir a rebellion, and are leading them in an assault on the castle. Their objective is to take the castle so that they can investigate the supposed site of the STC system.

The agents are armed with concealed Jokaero weapons, hallucinogen grenades, and personal field defences. One is a psyker.

2. You're Fired

Dartsma Ret, slave-ruler of the mediaeval world of Slud, is paid by the Imperium for the supply of rare metals mined on his world. Recently, however, he has dared to try to dictate a set of price rises, and the Imperium has decided to overthrow him and replace him with a more co-operative puppet ruler.

Agents have provoked a rebellion on Slud, and a squad of Space Marines has been assigned to support the rebels. However, the Marines must stay incognito, lest the natives learn too much of the Imperium too soon. Accordingly, they may only use mediaeval-type armour and equipment.

3. A Fugitive from Justice

A renegade member of the Adeptus Terra has fled from Imperial justice, taking refuge on a mediaeval world where his advanced equipment has enabled him to build a small empire. He cannot escape Imperial justice forever, though. The Imperium has dispatched a specical force consisting of an Inquisitor, an Assassin and three members of the Adeptus Arbites. Having recruited a force of likely-looking local rebels, the special squad has cornered the renegade in a small castle together with his private bodyguard of native troops.

4. Axe the Tax

Judge Rhinestone of the Adeptus Astartes has been assigned to aid the puppet-ruler of the mediaeval planet Banjax against a peasant revolt. The peasants are upset that a new tax has been levied on *klogfisz*, a local spirit brewed from vegetable roots. The Palace Guard has access to ancient ceremonial weapons (basic and close-combat types, perhaps nothing more advanced than antique pistols), and through tutoring by the Judge are now able to use them.

5. Friends and Neighbours

An Imperial scout ship has crashed on a primitive planet and its crew - a squad from the Imperial army - has been befriended by a local warrior tribe. The tribe lives in an ancient fortress, and are in constant fear of an aggressive neighbouring people - possibly even Orks or Gretchins. When the aggressors attack, the spacecraft crew lends its weight and superior technology to the battle.

6. Auto da Fe

Inquisitor Hamish Muntin has been captured by the fanatical followers of a renegade priest on the mediaeval world of Kvalgron, and now awaits execution for 'witchcraft'. Members of his staff - equivalent to a squad of the Imperial army, or perhaps a squad of Space Marines - lead a force of dissident natives against the priesthood's fortress to free the Inquisitor. He might escape by his own efforts during the game (perhaps on a suitable die roll), recover his equipment and start to fight his way out from the inside.

7. Vengeance is Mine

The Ork Warlord Haggrudd Gutripper is out for revenge. His great rival, Odzog Necksnapper, has stolen three of his wives and spirited them away to his fortress. Haggrudd has a small amount of technological weapons, sufficient to equip one squad of elite warriors, and leads a force of Orks against Odzog's stronghold.

8. Purge the Unclean

Darran Marvil, the commander of a fortress on the mediaeval world of Horthn IV, is a Vampire - a fact not known to his human soldiery. In an attempt to topple the evil alien, Imperial assassins have encouraged a popular revolt. Whilst the local troops assault the fortress with ladders and grapples, the assassins attempt to reach the Vampire - who may have some Zombies under his control- and slay him.

9. A Good Time to Leave

The city of Sarthport on the mediaeval world of Yargan is attacked by a besieging host, equipped with primitive gunpowder cannon and other simple war machines as well as dinosaurs from the surrounding forests. Unknown to either side, Inquisitor Ryt van der Ploop is at work in the city. He decides to leave as the battle hots up, and sneaks out through a postern gate, hoping to reach the safety of the forest. Unfortunately, he is spotted; the defenders conclude that he must be a spy, and a mounted force sets out after him.

MIXED SIEGES

1. For Your Own Good

The Emperor's Tarot tells all! It is used by ordinary people to guide their everyday actions, and by the Adeptus Terra to conduct the affairs of state. The cards, interwoven with the Emperor's great powers, provide the Adeptus with limitless insight and wisdom.

Only days ago, the cards revealed a great danger on the mediaeval planet of Hambro Cuth, where an ancient doomsday device has suddenly become active. The planet of will be destroyed unless Imperial agents can defuse the device. However, the artifact now lies under a remote castle inhabited by Hambro Cuthans.

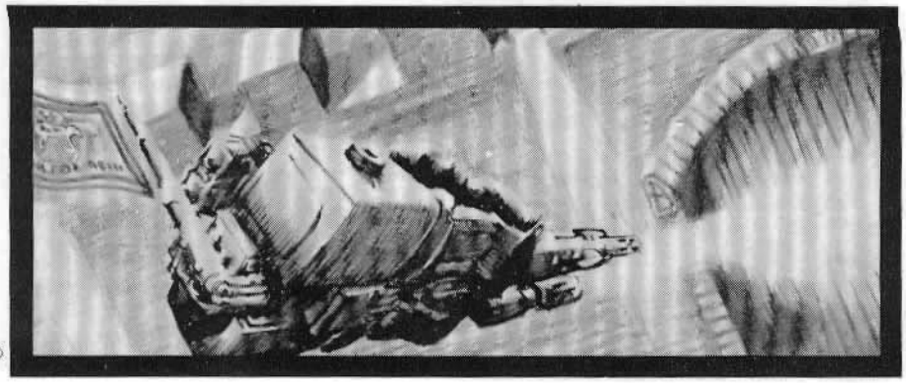
Since the race has latent psychic powers, and must be protected from advanced technology at all costs, simple co-operation is not possible. A crack unit of Marines has therefore been dispatched to assault the castle and defuse the device. They must kill all witnesses and remove any signs of their presence before they leave.

2. A Blow for Freedom

A Genestealer leads a huge force of mediaeval troops in an assault on an Imperial Army outpost on the remote world of Fargon, in an attempt to wrest power from the Imperium. The Imperial troops are vastly outnumbered, but a Marine ship is due to arrive at any moment, and will then be able teleport a force of Marines at a random point on the tabletop.

3. Nameless Horrors

In the equatorial jungles of Nashes World, a coven has taken control of an ancient temple, and is summoning all manner of warp-entities, warp creatures and other psychic monsters. The coven members have only a few pistols with which to protect themselves, but they are only expecting to have to deal with the local primitives. Now, however, the planet's governor, Imperial Commander Gulfroot Gym-gam, has located the fortress and is about to teleport an assault force of his personal guard into the area.



4. Orkoid Attack

On the planet Eorak a small Marine fortress is under attack from a huge force of primitive Orks and Gretchin. The Orks have succeeded in burrowing under the fort, and are ready to pop up inside and surprise the garrison.

5. The Natives Are Revolting

The natives of the feral world of Xorthun have risen in revolt. Owing to a peculiarity of their culture this event happens once every 210 years, but it has caught the present administration by suprise. For the past few months the natives have been constructing crude but effective engines-of-war. Planetary Commander Queeg and his contingent of Imperial Army soldiers must fight for their lives.

6. Nothin' But a Houseparty

A fort belonging to a long-dead alien culture has been discovered on Bararat the Tunnel World. A force of Marines has been sent to investigate, unaware that the fortress is now the home of a large underground community of primitive nocturnal Humans. To make matters worse, deserters from the Bararat army garrison have camped in the fortress, not realising that the primitives live under it. Night falls: the Marines approach the castle, the primitives begin to leave their tunnels, and the deserters suddenly realise that they have been discovered.

7. Jailbreak

Princess Peutrid Popadam, despotic ruler of the mediaeval world of Nankebab, has caught an undercover Inquisitor and imprisoned him in her castle. The Imperium would normally leave him to his fate - Inquisitors are responsible for their own lives and mediaeval worlds are not usually interfered with - but this Inquisitor has vital information relating to a plot by psykers to take over Nankebab. A force of Marines is sent to assault the fortress and rescue the captive. Psychic sympathisers among the defenders are determined to prevent this at all costs.

8. Hopping Mad

A plot to spread Chaos in the Imperium has been discovered; the ringleader is a Commander on a mediaeval world. An Imperial force is dispatched to capture him alive, but first they must storm a castle manned by ill-equipped but numerous planetary natives loyal to the Commander. For ill-understood genetic reasons, the natives are all able to move as if wearing a *jump pack*.

9. Treasure Hunt

An Imperial team consisting of Enginseers of the Adeptus Mechanicus has discovered a subterranean vault beneath an abandoned fortress on a mediaeval world. The vault contains relics of an ancient civilisation, technological secrets of an unknown and important kind. The team is hauling these artifacts to the surface when the castle is attacked by primitives. The team must defend itself as best it can with the pistols and close-combat weapons available to it. As soon as the artifacts are brought to the surface, the team can teleport away.

10. Civil Commotion

On a hive world, anti-technology fanatics armed with mediaeval-level weaponry (nothing more advanced than antique pistols) assault a temple of the Adeptus Arbites. The Judges must hold out until reinforcements can be rushed in from another sector; most of the available weaponry in the temple is aimed at crowd control rather than outright warfare - for example, hallucinogen grenades, stumm, and webbers.

CONVENTIONAL SIEGES

1. Anybody Home?

A team of technicians from the Adeptus Mechanicus, with an Imperial Army bodyguard, has been sent to investigate reports of an unusual fort on a desolate planet. However, previously unknown inhabitants have disabled their ship and are attacking the fort. Retreat is impossible, and the soldiers must protect the Technicians until a rescue ship arrives.

2. A Place to Die

Crash-landing on a planet and pursued by Orks, a force of Marines takes shelter in a long-lost fort. The planet is at the edge of Imperial control, and the Marines know no help is forthcoming; they can only rely on their own efforts.

3. Blood and Sand

A scouting force of Space Marines riding land-speeders and bikes is exploring a barren desert planet. They come across a mysterious castle occupied by a Vampire and his entourage of Zombies.

4. I Saw It First

An ancient fortress, complete with long-lost technology, has been located more or less simultaneously by both aliens and the Imperium - or by two different alien races. One side has got there first, and the other must attack quickly before the aliens discover how to operate the defensive weaponry.

5. The Bank Job

The fortress storehouse on the asteroid Upmed IX contains the accumulated wealth of a hundred years of asteroid mining. When it is attacked by Orks, the civilian miners must attempt to defend it until local Marines can be brought in. The miners have few weapons, but are well provisioned with las-cutters, phase-field generators and other mining paraphenalia.

6. A Rough Time at the Sector House

Hive-Sector Fortress Nine is responsible for law and order in a part of the turbulent hive world of Lukekin. When Enslavers take over the neighbourhood - including the Adeptus Arbites from Fortress Eight - the Judges from Hive-Sector Nine find themselves besieged. Fortunately, an Imperial Inquisitor and his personal entourage happen to be staying in the fortress at the time, and lend their weight to the conflict.

7. Out of the Weather

Forces of Eldar and Orks clash over possession of a lonely asteroid Fortress. The fortress is occupied by a family of Jokaero, who do not take kindly to the intrusion. To make matters worse, an asteroid storm has wrecked the Eldar and Ork spacecraft. Whichever side takes the fortress will be able to shelter from the ravaging storms which threaten all exposed life-forms.

8. This Is Not A Drill

A contingent of Marines is undergoing advanced weapon training on the wilderness planet Halcrot III. By chance, they locate a hidden fortress in the hands of anti-Imperial forces. They must immediately attack to prevent the enemy forces from escaping in a waiting spacecraft.

9. Do Not Feed The Animals

An Adeptus Mechanicus fortress outpost is engaged in some serious research work involving dangerous animals such as Ambulls, Grox or Catachan Devils. The station has a small crew of technicians and a garrison from the Imperial Army. The station is attacked by Eldar Pirates, accidentally releasing the dangerous animals. The Eldar must attempt to destroy the station whilst avoiding the attentions of the enraged beasts. The Imperial forces must try to survive the deadly attentions of both.

10. Internal Dissension

A garrison of human troops consists of a mixture of Squats, ordinary human troops and Dreadnoughts. Relations between Squats and humans is not good. The Dreadnought pilots have been surgically implanted into their Dreadnoughts and so care little for these petty rivalries.

When the Squats return from manoeuvres to find the gates barred against them, they immediately launch an attack against the rebellious troops. The human commander informs the Dreadnought leader that the squats are attacking - inviting his forces to join against the Squats.

> Statistically, you will almost certainly die when assaulting a well-maintained fortress with a competent commander. You must strive to make your death useful.
>
> - training manual, Penal Legion Suicide Bomb Squads.

• SETTING UP A SIEGE BATTLE

A fortress won't stop the Marines. But it may slow them down.
- proverb

A siege game is set up in much the same way as a normal field battle. The following list may help to clarify matters:

1. Choose encounter type (primitive, mixed, conventional)
2. Choose forces
3. Place scenery
4. Place forces
5. Let battle commence!

The type of encounter you choose will inevitably influence the choice of forces. Of course, you can take the first two stages in any order you like - either choose the type of encounter to fit your forces or choose your forces to fit the type of encounter.

• PRIMITIVE AND CONVENTIONAL FORCES

The example scenarios are divided into *conventional, mixed* and *primitive* types, involving *conventional* or *primitive* forces or a mixture of the two.

Conventional forces are standard Warhammer 40,000 troops, and can be chosen from the army lists in **Chapter Approved**, or by any other method acceptable to both sides.

Primitive forces normally only have access to mediaeval-level technology, and may be represented by Citadel's extensive ranges of mediaeval and fantasy miniatures. Forces may be chosen from the army lists in **Warhammer Armies**, or from any other army lists published for Warhammer Fantasy Battle. Humans may be taken from the army lists for The Empire or Bretonnia, while others may be taken from the appropriate racial list.

Mixed forces can be chosen from both sources, on a unit-by-unit basis. For example, you might want to field a force of Marines supported by mediaeval men-at-arms, Eldar with Elves or Dark Elves, Squats with Dwarfs, or Orks and Gretchins with fantasy Goblinoids.

• POINTS VALUES

The siege game uses the normal points value system to balance the forces on either side, but the following modifications are necessary:

The Fortress

When allotting points to spend, the value of the fortress must be taken into account. Therefore, the defender has *half* the number of points available to the attacker to spend on troops and equipment - the other half has been spent on the fortress itself.

Primitive Forces

Because of the differences between the Warhammer Fantasy Battle and **Warhammer 40,000** games, **WFB** points values of primitive forces must be adjusted.

When choosing a primitive force, add 25% to the points you have available; so, for example, 1000 **WH40K** points will buy you 1250 points' worth of **WFB** troops.

Mixed Forces

The following tables show suggested points allocations for conventional and primitive forces in mixed armies between 1,000 and 2,000 points; it can easily be extended to cater for smaller or larger armies. Note that the points adjustment for primitive forces has already been done - the figures in the **P** columns are expressed in **Warhammer Fantasy Battle** points. To determine the proportion of conventional to primitive forces, simply roll a D6 and cross index the result to the column corresponding to the points total available for both sides. This should, of course, be decided by mutual agreement before troops are picked.

D6 roll	1,000-point army Primitive	Conventional
1	1125	100
2	1000	200
3	875	300
4	750	400
5	625	500
6	500	600

D6 roll	1,000-point army Primitive	Conventional
1	1685	150
2	1500	300
3	1310	450
4	1125	600
5	940	750
6	750	900

D6 roll	1,000-point army Primitive	Conventional
1	2250	200
2	2000	400
3	1750	600
4	1500	800
5	1250	1000
6	1000	1200

Special Equipment

Obviously, forces involved in a siege battle will want access to specialised weapons and equipment. Pages 118-120 give you the necessary additions to the army lists, to adapt them for siege battles.

PLACING SCENERY

The fortress should be placed more or less in the middle of the table or playing area, at least 18" from the nearest edge.

Other scenery can be placed in the same way as for a field battle. The scenario will dictate scenery to some extent - for example, a battle on a barren asteroid will require considerably less scenery than one set in a jungle or hive world!

Four methods of placing scenery are discussed on p 9 of the **WH40K** rulebook. Of these, two can be used in siege games: method 1, where the GM sets up all scenery; and method 3, where the players divide the available scenery between themselves and place them as they wish - anywhere on the table, since no player can be said to control either half.

Pros and Cons

Scenery can have as much of an effect on a siege game as it does on a conventional field battle, but it can work in slightly different ways. Here are a few points which players might like to bear in mind when placing scenery:

The defender is almost always firing from an elevated position, which can affect some kinds of cover.

Dense scenery can provide the attacker with cover, but can also slow down the advance of his forces, leading to higher casualties before the fortress is even reached, and can break up massed attacks.

Clear areas allow the defenders to rain fire down on the attackers as they approach, but they also allow the attackers to approach that much faster.

PLACING FORCES

All the defending forces start the game inside the castle. The defending player places models where appropriate, and uses the *castle map* (as described on pp14-15) to record the positions and movement of hidden forces.

The attacking forces are split into four divisions as described on pp54 and 57. Note that a division need not contain any forces at all.

One edge of the table or playing area is chosen as north, and the attacker places his forces on the table, no more than 12" from the appropriate edge - the north division enters on the north edge, the east division on the east edge, and so on.

And then, the game is ready to begin! Decide who goes first, and the first player takes his turn in the normal way.

King Tancred of Luorte watched his councillors as they peered over the little lines and squiggles that meant nothing to him, but which contained the mysteries of what he knew to be writing.

"The forces of the sorcerer are gathering in the old fortress of Albadair, m'lord." Geldamar, the King's cartographer gestured over the crumpled surface of the ancient map.

"Our spies report that the enemy have conjured machines that vomit forth great gobbets of flame, steeds of iron whose roars of anger break the very stones, heavy limbed giants of metal with no faces... need I go on, m'lord?" asked the stern-faced Boulin, Master of the King's Armies.

"No, Boulin," sighed the King. "I see that we are doomed. The only thing that can save us now is prayer." Tancred eased himself to his knees and began to pray.

Above the palace of King Tancred of Luorte, a battered spacecraft edges slowly into a high orbit. In a small cluttered hold, lit only by the pale glow of emergency beacons, four Space Marines sit around a dusty, obsidian table. They peer in unison over the turning *tarot - the Tarot of the Emperor*.

"The Damned and the World," read the first. "The Master of Mankind has work for us here."

"The Castle and Chaos," read the second. "Our Lord guides us against evil."

"Fire and the Executioner," read the third. "We have our duty."

"Death and the Emperor," read the last. "The Legion of the Damned shall accomplish the Imperial will."

The forces of the Imperium converge on a renegade Navigator (on the tower battlements). Fugitives from Imperial justice often take refuge on primitive or medieval worlds where their technical knowledge gives them immense power over the natives.

In this scrap, medieval Squats are aided by the mysterious Legion of the Damned in their battle against invading Orks. Although technologically backward, many medieval worlds have dealings with traders and warriors from the Imperium. On such worlds, technological artifacts are great sources of wonder and wealth.

• DEFENDING THE FORTRESS

Walls of stone do not a fortress make. But they're not a bad start.

- Imperial Commander Rango Thaxx

There are three basic ways into a fortress: from above, from below and straight through! As far as siege battles are concerned, the last option is the most common, perhaps combined with shock troops flying or burrowing their way in. A full aerial or subterranean assault takes the battle away from siege conditions and towards standard **WH40K** skirmish rules, which need little elaboration here.

For siege battles, then, the primary role of the fortress is to provide a defence against ground-based troops attempting to breach or scale the walls, and a number of tactics and weapons have been developed with this aim in mind. Full details of how to equip a defensive force with these items may be found on pp 119-120 .

For now, information on this equipment is broken down into three groups:

Mines may be placed in the area around the fortress, to thin out attacking troops before they can reach the walls;

Wall-mounted weapons fulfil the same function;

Energy fields may be used to reinforce the walls of the fortress itself, and reduce the chances of breaching.

• MINEFIELDS

I'd check my instruments if I were you. No-one in his right mind would lay a minefield in a place like...

- reported last words of Imperial Army Captain Forgus Merd

Minefields are a very effective means of defending a limited area. Initially, they can inflict heavy casualties on an enemy force. Once discovered, they form a barrier which must either be cleared or crossed at the risk of further casualties.

As well as surface minefields, mines can also be deployed in the air to protect against aerial assault, or underground to defend against tunelling attacks.

Deploying Mines

Surface mines cover a 2" square on the tabletop; the defender makes a map of the tabletop, marking the position of the fortress and any scenery, and marks the positions of any minefields on it before the game starts. If there is a GM, he may also keep a copy of the map. Minefields should be numbered, and the defender should keep a list of each minefield, with its mine type, trigger type and sensitivity noted.

Surface mines are covered in full in the Warhammer 40,000 rulebook. They work in exactly the same way in a siege as they do in a field battle. They may have any kind of *trigger* (see below), and may be detected by energy-scanners and similar equipment.

Aerial mines cover the whole of a *flight level* (WH40K, p 44), over the entire tabletop.

Aerial mines are equipped with suspensors, and hang in the air until triggered. They cover the whole of a specific *height level* (WH40K, p43), and cannot affect, or be triggered by, objects outside that height level. They are normally equipped with proximity triggers, although they may have any trigger type except *pressure*.

Underground mines cover the whole table below ground level.

Underground mines are buried around and beneath the castle, effectively covering the entire tabletop. Their function is to defend against tunelling vehicles, and they are normally fitted with proximity triggers (see below). This means that any tunnelling vehicle will trigger a mine on a D6 roll of 6. Mole mortar shells (see p 103) are too small to trigger the mines.

A convenient symbol for a minefield is a square with the letter **M**.

If desired a player can elect to place a dummy mindfield, (points cost 5). Mines will show up on an *energy scanner* but are otherwise harmless.

Points Values

Refer to **WH40K**, pp 97 & 59 for details on mines, their types and points values.

Basic points values for mines are double those for the same grenade type (WH40K, p59). Additional points costs are as follows:

Aerial minefields cost 50 times the points cost of the mine type, for each flight level covered.

Underground minefields cost 100 points.

Trigger mechanisms cost extra points, as follows:

Pressure	Free
Proximity	+1
Remote	+10
Electromagnetic	+5
Bio	+5
Timer	+1

Triggering Mines

Mines can be triggered in various ways. For the purposes of the game, we need to consider two things: *trigger mechanism* and *trigger sensitivity*.

Trigger Mechanism

Pressure: This relies on a model actually stepping on or running over the mine. A model in a mined area will trigger a mine on a D6 roll of 4, 5 or 6.

Proximity: This trigger does not rely on a model physically running over the mine. Proximity mines can be triggered by such things as hoverers, land speeders and jet-bikes, which move at ground level but do not touch the ground. Note that a surface proximity mine cannot be triggered by anything at a flight level (WH40K, p 44). A model in a mined area will trigger a mine on a D6 roll of 4, 5 or 6.

Remote: A remote trigger is activated by a controller; the trigger may be given to a particular model, or placed in a particular section/level of the fortress. If the trigger is given to a particular model, the minefield cannot be triggered after that model is killed, unless a friendly model spends a full turn in base-to-base contact, finding and taking over the trigger and becoming the controller for the rest of the game (or until killed himself). If the trigger is placed in the fortress, it should be marked on the *castle map*, and a defending model must be in the same section/level as the trigger in order to trigger the minefield. Remote triggering mechanisms have a range of 1km (easily covering the whole tabletop).

Electromagnetic: An electromagnetic trigger responds to ferrous metals and/or electromagnetic activity over a short radius - to all intents and purposes, it works in the same way as a pressure trigger (see above), but will ignore unarmoured troops, and those wearing carapace, mesh, and *flak* armour. It can be set to ignore all troops who are not equipped with *armour fields* or *powered armour*, which can be useful for singling out crack troops from the rabble which are sometimes driven across minefields in front of them. The chances of triggering an electromagnetic mine are as follows:

Armour	triggered on
None or shield only	never
Carapace	never
Chainmail	5, 6
Conversion field	3, 4, 5, 6
Displacer field	3, 4, 5, 6
Flak	never
Mesh	never
Plate	4, 5, 6
Powered	3, 4, 5, 6
Refractor field	3, 4, 5, 6
Vehicle	3, 4, 5, 6

Bio: A bio-trigger works in a similar way to a bio-scanner, and will only respond to living matter Gretchin-size and larger. Otherwise, it has the same effects as a pressure trigger. Eligible targets will trigger the minefield on a D6 roll of 4, 5 or 6.

Timed: Minefields can also be activated by a timer, set at the beginning of the game to trigger the minefield after a set number of turns has passed. The uses for timed minefields are limited, and they are not widely used.

Trigger Sensitivity

Most triggering mechanisms can be set to one of three levels of sensitivity:

Man: Any model Gretchin-sized or larger will trigger the mines; in practical terms, this means any model.

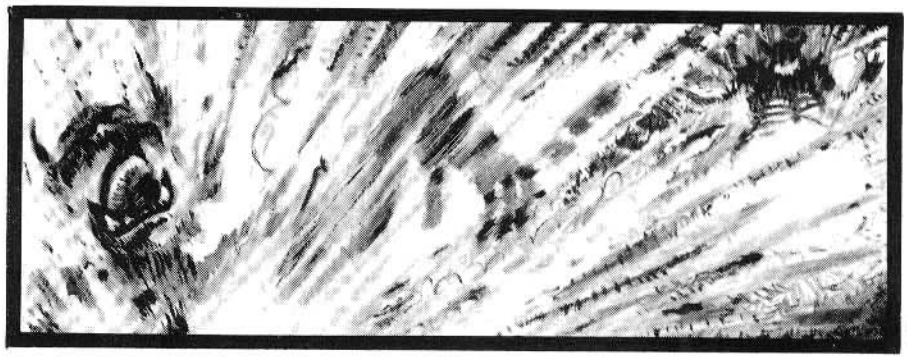
Large Creature: The trigger will ignore anything smaller than Ogryn-size; large creatures (such as Ogryns, Ambulls, effectively anything on a 40mm or larger base) will trigger the mines.

Vehicle: The trigger will ignore anything smaller than a Dreadnought. Vehicles, and very large creatures such as Dinosaurs, will trigger the mines.

Note that *remote* and *timed* mines are not set for sensitivity; they are activated by a command signal, either from a remote controller or from a timer. Electromagnetic mines do not respond to target size; see the description above.

The following trigger types are generally useless on underground mines. *Pressure* mines have an unfortunate tendency to detonate while being buried, *remote* triggers are not viable because tunnellers are difficult to pinpoint, *electromagnetic* triggers tend to suffer from the damping effects of surrounding soil and rock (and their main use, to distinguish well-equipped troops from rabble, is meaningless when dealing with tunnelling vehicles), *bio-triggers* do not react to vehicles, and timers are unsuitable for use in this context.

Underground mines cannot be triggered by ground troops, nor detected by a surface-based energy-scanner. They can, however, be detected by an energy-scanner on board a tunnelling vehicle giving an additional saving throw of 4, 5, or 6.



Above:

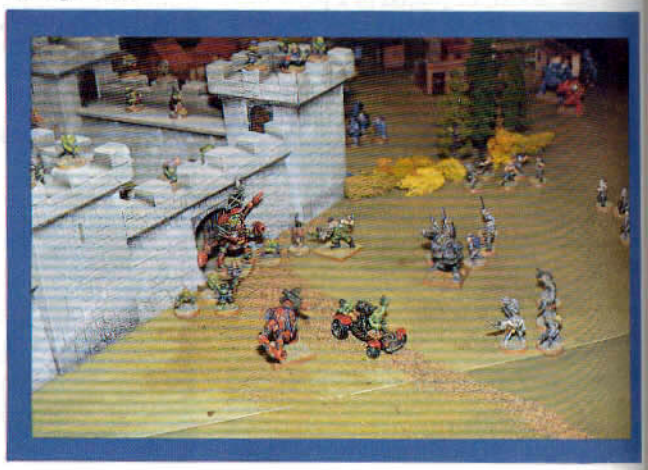
Eldar forces investigate an ancient fortress tower outpost. Dreadnoughts supported by foot warriors spearhead the action whilst Ork defenders await the onslaught.

Left:

Marines of the Flesh Eater's Chapter illustrated by David Gallagher. Here we see the famous 'Jaws of Doom' Assault Squad mounting a frontal attack against a heavily defended fortress.

Below:

A high-speed sally led by an Ork Battle Buggy closely supported by a Dreadnought. Orks very cunningly use red painted machines for sorties of this kind because, as every *mechaniac* knows, 'Red wunz go fasta'.



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Top:

Imperial forces advance through surrounding buildings to the castle beyond. Ambulls released by the defenders stalk the empty ground between castle walls and houses. This use of fearsome creatures is particularly innovative. Other creatures could be used for the same effect - such as Grox or a Catachan Devil.

Middle:

Another excellent study by David Gallagher. An Ork sentry scans from the battlements of a typical Ork fortress. Note the abundant and unsubtle use of spikes on the wall tops as a deterrent to assault - just the kind of thing you'd expect on an Ork fortress.

Below:

The smoke clears from the breached wall to reveal a nasty surprise for the Ork defenders of this castle! This nicely staged shot shows just how imposing the Eldar Dreadnoughts would be to normal soldiers. The special smoke effect was achieved with the help of one of the boss's cigars (the photography studio has since been thoroughly fumigated).

• WALL-MOUNTED WEAPONS

Special weapon mounts can be built into the walls of the fortress, enabling a selection of weapons to be mounted directly onto the fabric of the building. These might be swivel mounts fixed to a rampart or battlement section/level, or a proper turret mounted on a wall-top or on the face of the wall itself. In any case, all such weapons have auto-aim systems (adding 10 points to the normal weapon cost) with a nominal **BS** of 3.

The section on siege army lists (pp 118-119) gives you all the information you need to include the equipment in this section in a defensive force.

Mounting Weapons

Weapons can be mounted on fortress walls and towers just as on vehicles. Weapon points (see **WH40K**, p 101) are as follows:

Section/level	Weapon Points
Rampart (R)	6
Double rampart (RR)	10
Wall (W	6
Tower (T)	8
Battlement (B)	10
Gateway (G)	4

Any section/level can be equipped with weapons up to its weapon points total.

Defence lasers are an exception to this rule - because of their large size, they may only be mounted on *battlement* or double rampart section/levels. Nothing else may be mounted on a section/level which mounts a defence laser, and nothing may be mounted on section/levels directly below it - these section/levels are assumed to be filled with the laser's associated hardware.

Gravplate

The gravplate is a special mounting device for heavy weapons. It consists of a metal disc set into the rampart or battlement beneath a weapon mounting. Repulsor fields make the weapon float a little above the disc, allowing a frictionless mounting which means that a weapon can move (ie swivel) and fire in the same turn.

The weapon mounting does not actually touch the disc, but floats just above it. This allows the operator (or auto-aim) to rotate the weapon quickly on the movement phase, and fire it on the shooting phase, overriding the normal restriction on certain weapons moving and firing in the same turn.

Up to 2 heavy weapons may be mounted on a single gravplate, and no more than one gravplate may be set in any rampart or battlement section/level. Gravplates may only be used on ramparts and battlements, where they can be set into a horizontal surface. Note that a gravplate cannot be used with very heavy weapons, nor with the mole mortar or other downward-firing weapons.

Tech level 4, points cost 25.

Occupation Limits

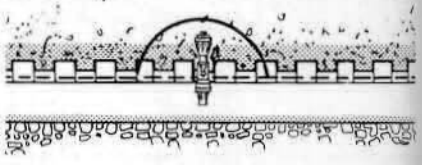
Some weapon mounts are bulky, and cut down the space in a section/level quite severely. Because of this, very heavy weapons halve the normal occupation limits for the section/levels on which they are mounted. Additionally, defence lasers halve the occupation limits for section/levels below those on which they are mounted. All other weapons have no effect on occupation limits.

Fire Arcs

Fire arcs for weapons mounted on *rampart* and *battlement* section/levels are as shown on pp 29-30.

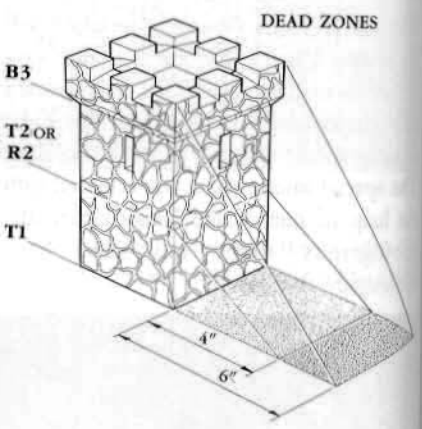
Weapons mounted on *wall* and *gateway* section/levels have a 180° fire arc, as shown in the diagram below.

180° FIRE ARC



Weapons mounted on the topmost level of a wall or tower cannot fire straight down. This creates a 'dead zone' at the base of the section. This 'dead zone' extends from the base of the section for a number of inches equal to *twice* the level number on which the weapon is mounted. For example, a weapon on the top of a three-level tower (B3) cannot fire at models within 6" of the base of the tower, while a weapon on the rampart of a two-level wall (R2) cannot fire at models within 4" of the foot of the wall.

DEAD ZONES



Support Missiles

Support missiles (see **WH40K**, pp 97-98) can be mounted on a fortress in the same way as other very heavy weapons; *Mine* and Bio-wire missiles are most commonly used. The points cost of a single missile includes a mounting, and one missile plus mounting counts as a very heavy weapon, taking up 6 weapon points. They can be aimed at any point on the table.

Grenade Dumpers

Grenade dumpers are grenade launchers mounted vertically on the rampart or battlement section/level, linked to an auto-fire system giving a nominal **BS** of 3 and firing grenades straight down at the foot of the section.

Theoretically, any type of grenade can be used by a dumper, but obviously commanders have tended to steer clear of those with a *Strength* of 7 or more, since these can damage the fortress as much as the enemy!

When a grenade dumper fires, roll for deviation as normal (measured from the centre of the section base), re-rolling results which indicate deviation into the wall itself. Place your template as indicated by the deviation roll (you may need to fold it a little!) and calculate damage as normal.

Grenade dumpers take up 2 weapon points each, and only one may be mounted on any section. They may not be mounted on level 1 (but see *Gateway Defences*, below). Grenade dumpers cost 25 points each.

Troop Armaments

Defending troops in rampart, tower or battlement section/levels can fire normally at attackers approaching the fortress, gaining the advantages of ***hard cover*** and ***elevated position*** (WH40K, pp 18-20). Fire arcs are given on p 102 .

Hand-held weapons are not subject to the 'dead zone' which affects wall-mounted weapons; however, in order to fire at a target within 4" of the wall, a model must lean out over the parapet, losing the advantage of cover for that turn.

One way of avoiding loss of cover in these circumstances is by simply holding the weapon over the parapet, pointing it straight down, and firing blind. This can only be done with ***basic*** and ***close combat*** weapons. It cannot be done with bows, crossbows, hand bows, muskets, slings, antique pistols or hand-to-hand weapons. The firing model suffers a -2 'to hit' penalty for firing blind, and loses any following fire capability.

It is also possible to drop grenades 'blind' without losing cover; however, this counts as *indirect fire*, and deviation distance is doubled. Deviation is measured from the foot of the section, directly below the dropping model, and results indicating deviation towards the wall are re-rolled.

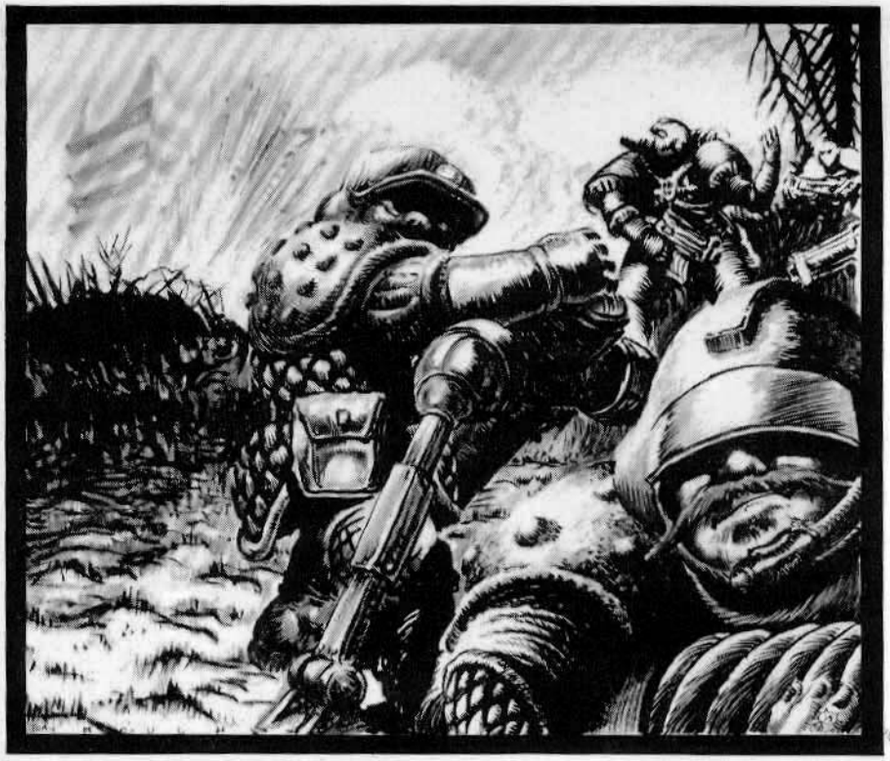
Graviton Gun

While the graviton gun can be used normally against fliers and troops approaching the fortress, it is particularly useful against troops attempting to scale the walls. When it is used in this way, it is targeted against a specific model, and the normal 1½" effect area is ignored.

A hit on a climbing model will cause it to fall due to increased mass, and it must make its armour saving throw or be killed by the fall. If it survives the fall, the normal D6" movement penalty applies for the rest of the game.

The weapon can also be used against any model at the foot of a grapple or other climbing device and waiting to climb on the next movement phase. On a successful hit, roll a D6:

D6	Result
1-3	Model is still on ground D6" movement penalty.
4-6	Model is climbing As above.



A falling model also has a chance of causing damage to models beneath - all models within 1" of the foot of the ladder or grapple take one automatic Strength 3 hit.

Mole Mortar

The mole mortar can be used in two ways in the defence of the fortress. In a fortress with associated underground workings, mole mortars are either located on the lowest level or programmed so that their tunnel torpedoes avoid friendly underground workings.

When mounted in the courtyard, it can fire beneath the walls on troops outside the fortress. One crew member is normally positioned on the rampart as a spotter; in the absence of a spotter, all fire is treated as *indirect* (**WH40K**, p235).

The mole mortar can also be used to intercept incoming tunnels. The defending player declares that he is *firing speculatively* against tunnels. The GM then checks the position of enemy tunelling vehicles, and if any are in range, rolls a D6. A score of 6 indicates that a vehicle has been hit; if more than one is in range, the hit is randomised.

GATEWAY DEFENCE

Gates are traditional weak points in any fortress, and are normally heavily defended. As well as weapons and/or troops positioned on the walls or rampart of the gateway section, various techniques are used to create a 'killing zone' in the gateway itself.

Grenade Dumpers
These can be used to good effect in a gateway, either mounted at the top of the arch or to either side of the gateway. As always, grenade types of Strength 7 or more are generally avoided, since they are capable of damaging the structure of the fortress.

Mines
Remote minefields are also sometimes used in gateways; they are kept deactivated until needed, for obvious reasons.

Gatewarps
A gatewarp is a modified phase field generator (**WH40K**, p123), fitted with a remote-fire mechanism and buried beneath the gateway. The controls may be placed in any section/level, and in order for the gatewarp to fire at least one defending model must be in the same section/level as the controls.

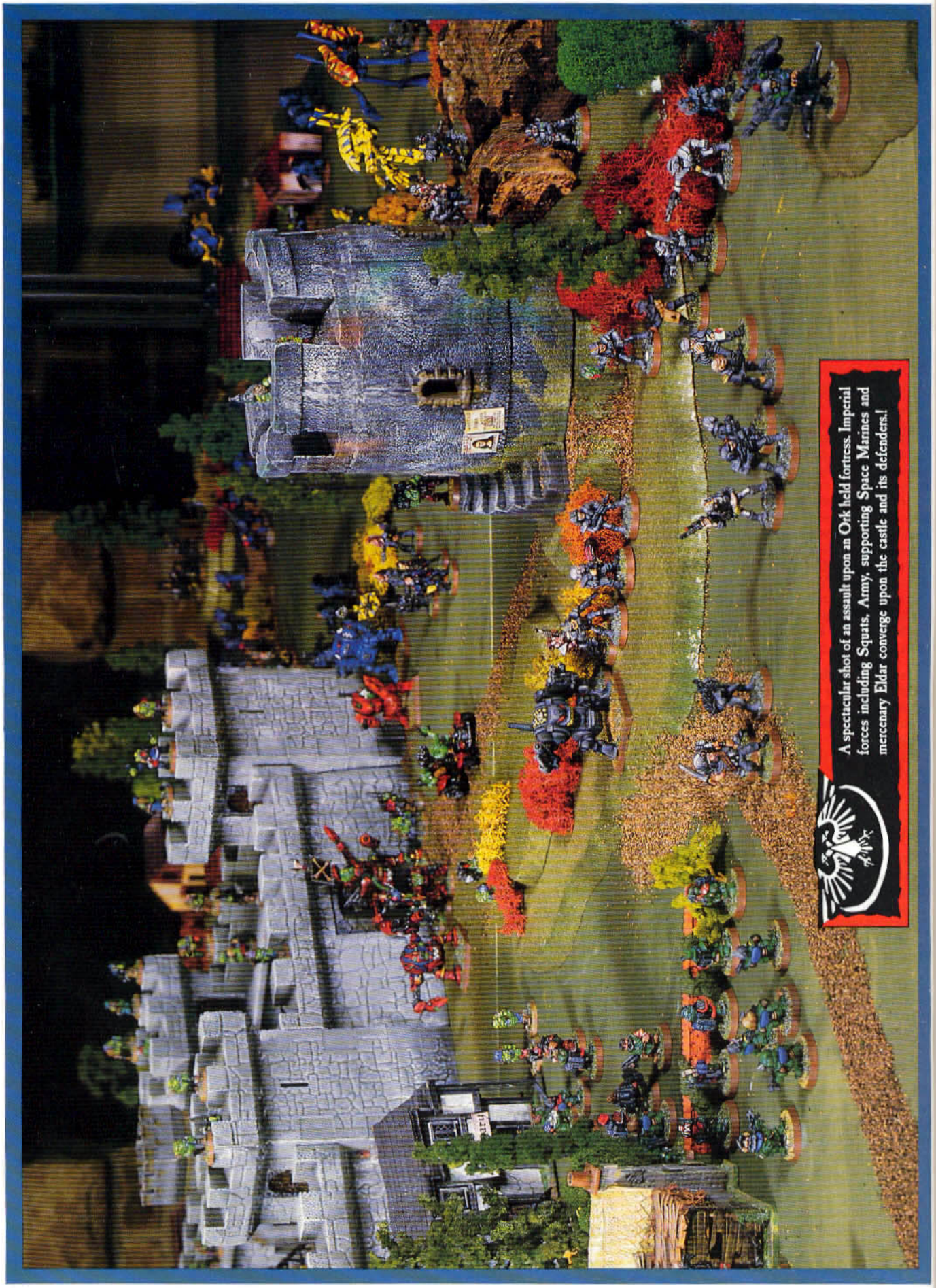
The gatewarp generates a phase field within the gateway. All models which are wholly or partly in the gateway when it fires are automatically destroyed.

The gatewarp is a one-shot weapon, and no more than one may be installed in any gateway; if more than one *were* fitted to the same gateway, the firing of the first would destroy the others!

Tech level 7, points cost 75.

Energy Fields
Gateway section/levels can be fitted with energy fields (see below), in the same way as all other section/levels. An energy field which covers a gateway section/level automatically covers the gate itself.

Do not neglect the defence of gateways. They must be able to bar entry as well as allowing it.



A spectacular shot of an assault upon an Ork held fortress. Imperial forces including Squats, Army, supporting Space Marines and mercenary Eldar converge upon the castle and its defenders!

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A spectacular shot of an assault upon an Ork held fortress. Imperial forces including Squats, Army, supporting Space Marines and mercenary Eldar converge upon the castle and its defenders!

ENERGY FIELDS

Just as energy fields can be used to enhance personal armour, they can be used to provide additional protection to a fortress section/level.

The use of fields allows a section/level an extra saving throw against damage. If the field fails to save against the weapon, another save can be made for the fabric of the section/level itself - usually 6. An energy field generator must be built into the section/level which it is to cover, and cannot be moved during battle. The *castle map* can be used to record the positions of any energy field generators.

The field itself follows (or 'hugs') the contours of the section/level in which the generator is placed, covering any weapons mounted there but not covering troops on a rampart or battlement section/level.

Troops inside a tower or gateway section/level will gain the benefits of any energy field, but any energy fields on their personal armour are blanked out while they remain covered by the section/level field.

If two adjacent section/levels are fitted with different energy fields, both generators burn out instantly if both fields are switched on at the same time; this is due to interference at the margin between the two. Fields of the same type can be fitted to adjacent section/levels with no problems.

Activation

A section field can be activated or deactivated at the end of the defending player's movement phase. The controls are mounted on the appropriate section/level; controls for fields covering wall section/levels are placed on the wall in the nearest adjacent courtyard section.

Any defending model in the section/level can operate the mechanism, provided no attacking models are in the same section/level. Likewise, any attacking model in a section/level can destroy the controls for a field covering that section/level in the attacking player's movement phase, provided that no defending models are in the same section/level.

At an extra cost of 1 point per generator, an override switch can be housed in a tower or other command centre.

Effects

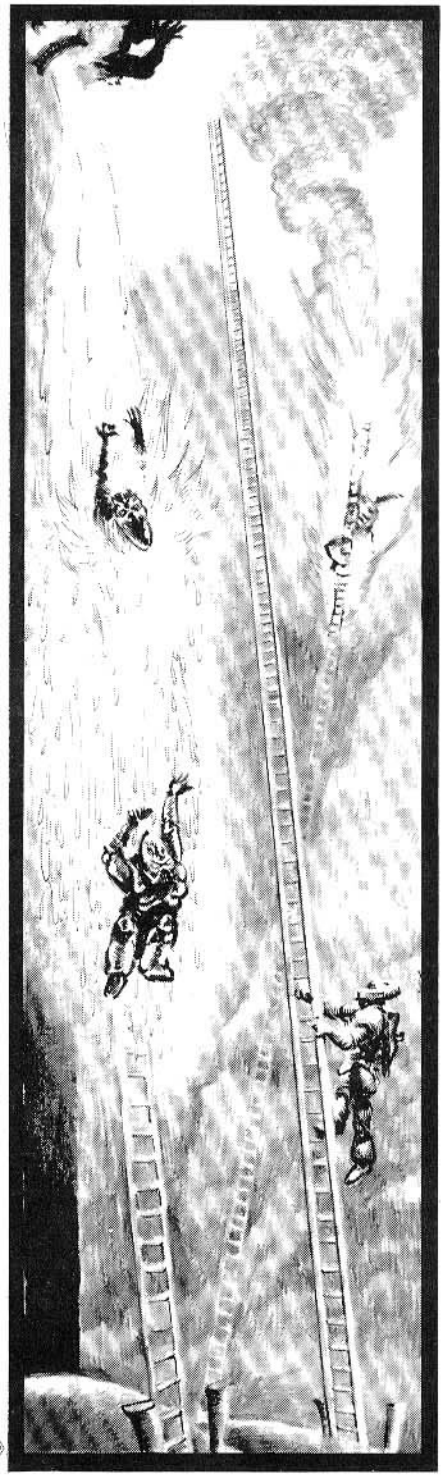
Conversion Field: This is invisible and follows normal rules (WH40K, p 114), except that the flash covers a circular area (semi-circular in the case of wall, tower and gateway section/levels) around the centre of the section/level. The field offers no eye protection to troops of either side, and this must be obtained seperately if required. Saving throw is 4, 5 or 6.

Refractor Field: This is visible, and follows normal rules (WH40K, p 116). Saving throw is 5 or 6.

Power Field: Power fields can be used to protect whole fortresses, but a power field will almost always have been knocked down from off-table before troops are sent in to assault the fortress.

In most circumstances the use of power fields negates the point of fighting sige battles, so we do not recommend using them in the basic siege game.

Displacer Fields and **Phase Fields**, by their nature, are unsuitable for use on fortress section/levels. **Stasis Fields** have never been developed which will cover a fortress section/level.



• ASSAULT!

Show me a fortress and I'll show you a ruin.

- Captain Eddan Bourne, No. 2 Assault Company, Silver Skulls.

The options open to the defender have already been outlined, and this section details some of the ways in which they can be overcome. Various specialised weapons are available to the attacker, in addition to the wide range of standard weapons.

In **Warhammer 40,000**, it is easy to destroy a fortress. Simply stay in orbit, saturate the area with plasma bombs, or with scatter missiles full of vortex grenades, and it's all over! Assuming that your ships can get through the planetary defences, of course.

Taking a fortress is another matter, and the siege game concerns itself with instances where the fortress must be taken rather than simply destroyed. For instance, perhaps a person or object must be recovered from the fortress, or perhaps the attacking force does not have access to powerful support weaponry. The scenario ideas on pp94-95 approach this in various ways.

We have already covered the options open to the defender, and the various ways in which the fortress may be strengthened. There are at least as many ways in which fortress defences may be overcome.

The vibration of the manoeuvre drives could be felt throughout the massive vessel as it edged into position, metre by metre. High above the world of Thaltor, the Imperial planet-razer Kayam IV was prepared.

In a bunker deep below the planet's surface, the rebel commander watched the holo: circles, arcs and tangents glowed brightly, but his eyes were fixed on the enemy vessel, a vivid blue spark amid a complex pattern of orbits, trajectories and planes.

"They have a stable geostationary orbit. Prepare to receive indirect bombardment followed by troop and machinery drops."

Aboard Kayam IV, three companies of Blood Angels waited for the drop - the gut-churning acceleration that would signal the start of their mission. Their brief was simple: kill any remaining rebels. The operative word was *remaining*, since the attack was also a field-test for a new type of plasma bomb. Ground Zero was an enemy fortress, and kil-ratio predictions indicated the annihilation of all above-ground units...

Assault Status Report: Galrad/Thaltor
Zero Time: +58.72 seconds

From: Captain Sabanc, Kayam IV
To: Imperial Commander Orlax

Ground troops encountering heavy resistance. Initial analysis suggests failure of Agplas bomb. Reserve forces committed for direct assault on fortress.

• APPROACHING THE FORTRESS

Before an attacking force can gain entry to a fortress and engage its defenders in close combat, it is necessary to approach the fortress. Since a large proportion of defensive measures will be aimed at preventing attackers from reaching the walls of the fortress, this is easier said than done! There will be minefields to be located and overcome, and defensive firepower to be cirumvented or knocked out, before the struggle for possession can begin.

Scenery

This has already been mentioned on p96 . From the attacker's point of view, terrain can allow troops to approach the fortress undetected, and provide invaluable cover against defensive fire, but it also has its disadvantages.

For one thing, scenery can cut down the number of possible approaches to the fortress, making it easier for the defender to block crucial areas with minefields and so on. The advantages of an approach under cover can be entirely negated by the necessity to cross a well-prepared killing zone.

Also, the effects of cover can be negated, and scenery can be turned into a trap in its own right. Consider the possibilities of a wood or a series of rock outcrops covered by a minefield. Although cover can give the attacker a sense of security, a competent and imaginative defender can turn the tables easily.

Finally, very dense scenery can break up a massed attack, making it difficult for forces to take up position simultaneously for a co-ordinated attack.

Minefields

One of the first tasks facing any attacker is to locate the position of any minefields on the table, and either to plan movements round them or to clear them. There are several ways in which this can be achieved, according to the type of minefield:

SURFACE MINES

Dispensible Troops: Crude, simple, but effective. Simply march several units of low-quality, low-cost troops ahead of your main force, and let them find any minefields for you. This is a tactic much favoured by Orks, who use Gretchins for this purpose. It is also used from time to time by Imperial forces, who favour the use of Penal Legion troops. Once a minefield has been located by this means, it can be avoided by more valuable troops.

Energy-Scanners: These can detect mines, but they cannot distinguish between genuine and dummy mines. However, troops equipped with energy-scanners have half the normal chance of setting off a mine when they cross a minefield.

Finders: This is a variation on the 'dispensible troops' tactic, using small and simple robots instead of troops. It is sometimes used by the Imperial Army, among other forces. The finder is a small tracked robot, essentially similar to a bombot but unarmed. Tech level 5, points cost 5.

Grenades and Missiles: Once a minefield has been located, the simplest way to clear it is by using blast type grenades or missiles. A grenade or missile will clear an area equal to its effect area (**WH40K**, p97). This method is not infallible, however, and models crossing the cleared area can still trigger a mine on a D6 roll of 6. *Haywire* grenades or missiles are an exception - an area cleared with haywire is completely clear.

AERIAL MINES

Aerial minefields (see p98) cover an entire height level, and can only be detected by a flying model at that height level. They are practically impossible to clear, but flying models fitted with energy scanners reduce their chance of detonating a mine to a D6 roll of 5 or 6.

UNDERGROUND MINES

Underground minefields cover the whole of the table at any depth below ground (see p98). Like aerial minefields, they are practically impossible to clear, but a tunnelling model equipped with an energy scanner reduces its chance of detonating a mine. A D6 roll of 6 indicates a mine, as normal, but a vehicle equipped with an energy scanner has an additional 'saving throw' of 4, 5 or 6 to avoid it.

Defensive Fire

This is more of a problem than minefields, since to negate defensive fire completely, it is necessary to kill all the defenders and knock out their auto-systems! Defending troops, of course, can be killed in the normal way (taking into accout the -2 'to hit' penalty for hard cover), and wall-mounted weapons are destroyed when the section/level on which they are mounted is destroyed.

> A fortress is built with blood and toil.
> Only by blood and toil may it be taken.
>
> - attributed to Leman Russ.

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• ATTACKING THE WALLS

There are three ways into a fortress under most circumstances: under the walls, over the walls, and through the walls. The most common, at least as far as tabletop battles are concerned, is a combination of all of these, a direct assault with aerial and subterranean support to spread the defenders as thinly as possible.

Destroying Walls and Towers

Since fortresses are static targets, there is no need for a roll 'to hit' at short range, and weapons fired at long range have a +1 'to hit' modifier; if the shot misses, it will hit an adjacent section/level on a roll of 4, 5 or 6 on a D6. Close-combat weapons hit automatically at both long and short ranges.

A fortress of stone or some similar material (**T** 8, **D** 10 per section/level, save 5-6) can be damaged by any weapon (or creature) with a Strength of 5 or more. The effects of damage and the collapse of section/levels are dealt with on pp31-34.

Fortress section/levels may be fitted with certain types of energy fields, as covered on p105. Apart from specific points noted on those pages, the effects of these fields are the same as for personal armour.

The destruction of a section/level automatically destroys any weapons mounted there. Defence lasers, as noted on p102, occupy not only the section/level on which they are mounted, but also all section/levels beneath; thus, if a defence laser is mounted on a tower top (B3), the destruction of a tower section/level beneath (T1/T2) will destroy the laser. In most cases, the laser's section/level will come crashing down as well!

Graviton Gun

The Graviton gun has particular uses in siege battles; its use by the defender has already been covered on p103, and it is no less useful to the attacker.

On the first turn of firing, a graviton gun affects a section/level on a D6 roll of 6; on a successful hit, roll a D6 for effect. A roll of 6 indicates that the section/level has been affected; the D6 is rolled again and the result applied to the *Critical Damage Resolution Table* (p32).

A graviton gun becomes more effective if it is played continuously over a section/level, as shown on the following table:

Turn	To affect	Critical Result
1	6	D6
2	5, 6	D6+1
3	4, 5, 6	D6+2
4	3, 4, 5, 6	D6+3
5	2, 3, 4, 5, 6	D6+4
6	Automatic	D6+5

Note that to gain the advantages of continuous fire, a firing model may not move, engage in hand-to-hand combat or do anything else except stay still and keep firing. Only one successful 'to hit' roll is necessary.

Las-Cutters

Originally developed for mining, the las-cutter (**WH40K** p123) can also be very useful for breaching walls. If placed in base contact with a section/level it is capable of creating a ½" radius hole. There is no need to make hit or Strength vs Toughness rolls, and the section/level has a -6 save modifier. Energy fields modify the saving throw as usual.

D10 damage is caused on each failed save, but this is not taken from the section/level's damage points total as usual. Instead, a running total is kept of the damage points caused; when this reaches 10, the las-cutter has cut right through the section/level to the other side, without harming the section/level itself.

The ½" radius breach can allow 4 human-sized models to pass through per turn, on the movement phase, just like a doorway. No models can pass through the breach in a reserve movement phase. The breach may be blocked by a defending model just as if it were a doorway (see p38).

Up to two breaches may be cut in any section/level with the las-cutter; any attempt to cut a third breach automatically results in the collapse of the section/level (result 5, p32).

Phase Field Generators

The phase field generator is also very useful for breaching walls. It requires a complete stationary turn to set up (**WH40K**, p123), but once set up and firing it creates a 2" wide breach, through which 8 Human-sized models can move per turn (double connecting line - see p12) for as long as the generator continues to operate. A phase field generator requires a crew of 1. At the beginning of each of the controlling player's turns, a D6 is rolled,; a roll of 6 indicates that the generator has malfunctioned - see **WH40K** p123 for full details.

The Gates

Gates, as mentioned on p35, are natural weak points in any fortress design, and are often very heavily defended to compensate for this. It is possible to attack the gate, rather than the gateway section/level, by ramming it with vehicles or by using equipment such as a power glove.

The gates of a fortress have the same Toughness as the walls, but less than the damage points of the gateway section/level - in the case of a stone fortress, **T** 8, **D** 7. Damage to the gates does not affect the rest of the section/level.

Vehicles ramming the gate follow the general rules for collisions (**WH40K**, p40). Damage to the gate is calculated in the same way as damage to the vehicle. Some vehicles may be fitted with rams, dozer blades or other accessories to make them more effective against gates (points cost 10); these vehicles deduct 2 points from each D4 roll for damage suffered by the vehicle.

• OVER THE WALLS

There are several methods of reaching the ramparts of a fortress:

Flight Packs

Troops equipped with flight packs can reach a rampart or battlement at any building level.

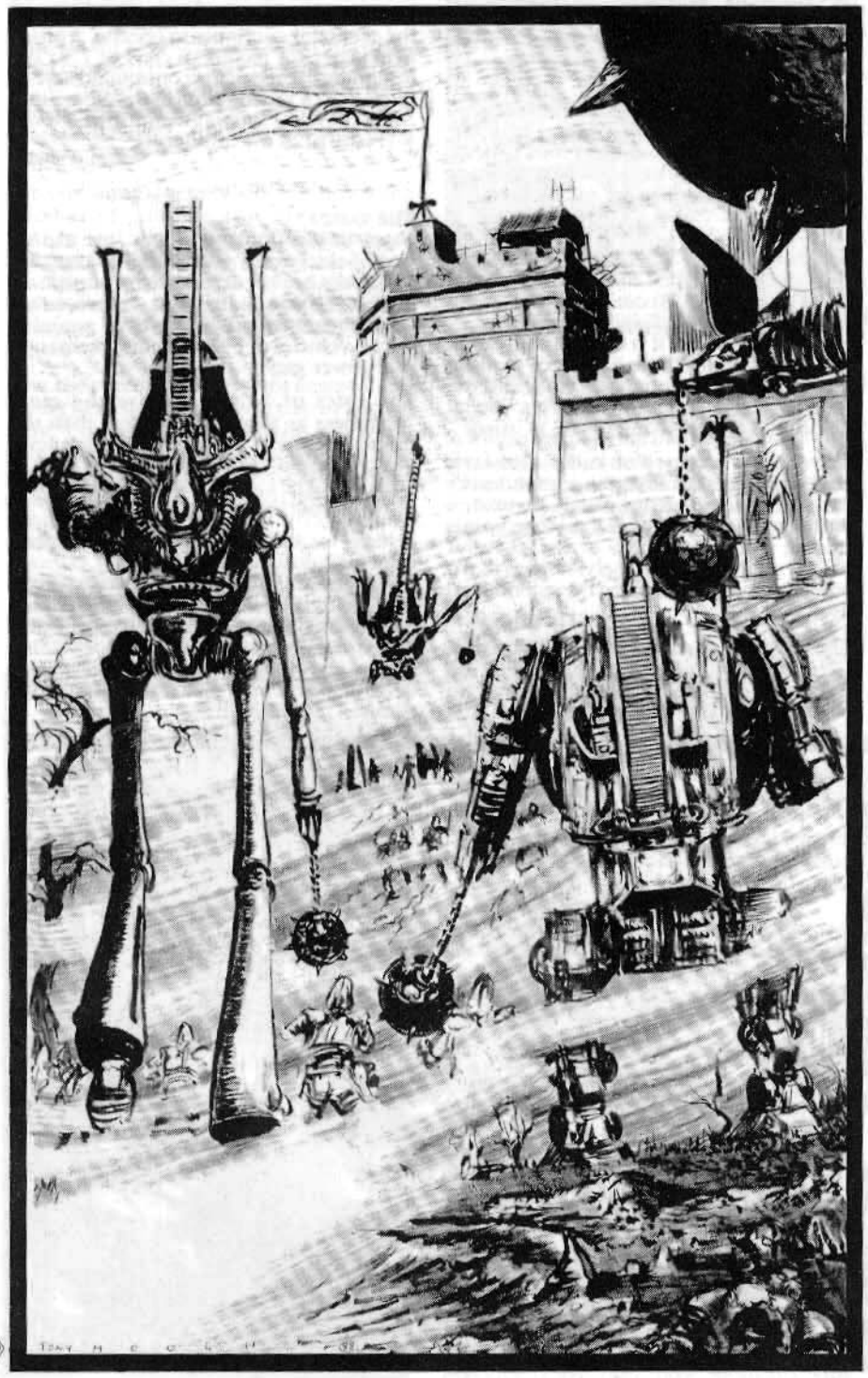
Jump Packs

Troops equipped with jump packs can reach rampart sections at level 2, provided that they start their move within 6″ of the foot of the section.

Power Grapples

These are rocket-propelled devices fired from an integral launcher. The design of the 'grapple' itself varies; some are claw-shaped, like a small power glove, and dig into the stone of the parapet, while others make use of molecular adhesives and similar substances.

The grapple must be fired within 4″ of the foot of the section, and can reach up to level 3. A normal 'to hit' roll is necessary, with a +1 bonus for a large target. Once fired, a grapple cannot be retrieved and used again, so a missed shot means that the grapple is wasted.



One grapple can be climbed by one model during the movement phase. Up to four grapples may be in place on any section/level at any time.

Unattended grapples (see p43) can be cast down by unengaged defenders; a defending model may do nothing else in a turn in which it attempts to cast down a grapple. The grapple is cast down on a D6 roll of 4, 5, or 6.

In an emergency, power-grapples have been known to be used as crude but effective weapons, with the following profile:

Short range	Long range	Shooting to Hit		Str	Dam
		Short	Long		
1″-4″	4″-8″	-2	-3	4	1

Save mod	Type				Area	Tech
	C	H	S	F		
-3						6

Note that this profile applies *only* to the use of power grapples as weapons.

Technical level 6, points cost 1

Web-net

This variation of the heavy webber gun fires a broad spread of web. A successful hit means a section/level is covered by the quick-drying web, which can then be scaled by up to 3 Human-sized models during their movement phase. A miss just creates a glob of web that has no effect. A web-net can cover up to 5 building levels.

Statistics are as a heavy webber, except that ranges for the net function are 0-4″ (short), and 4-8″ (long). The web-net is affected by web-solvent as normal.

Technical level 7, points cost 20.

Ladders

Archaic though they may be, the value of ladders in the **Warhammer 40,000** siege is not to be underestimated. To a primitive attacking force, they may be almost the only means of scaling the walls, and even in a conventional siege they have their uses.

Ladders follow the rules set down in the fantasy section of this volume (pp39-42) in all respects.

In some cases, ladders are mounted on dreadnoughts and vehicles (see p111). These follow the normal rules, except that do not require attendant models and are treated as *attended* until the dreadnought or vehicle is destroyed - at which time, of course, the ladders are also destroyed.

> A fortress circumvented ceases to be an obstacle. A fortress destroyed ceases to be a threat. Do not forget the difference.
>
> -attributed to Leman Russ

• ATTACKING FROM ABOVE

The rules on fliers in the fantasy section of this volume (p81) apply equally to flying creatures and troops in Warhammer 40,000.

Additionally, weapons mounted on fliers may gain the advantages of elevated position, and flying vehicles may be able to cross the walls (if they are not shot down in the process!) and fire on defenders from within the castle, or even land attackers in the courtyard or on a rampart or battlement.

• ATTACKING FROM BELOW

Crawlers

The normal rules for crawlers cover time and distance deviation (**WH40K**, p102). In addition, the crawler also runs the risk of activating subterranean mines if any have been laid (see p99).

A crawler can enter an underground section (if the fortress has one) and this will give rise to a normal skirmish encounter. Maps and floorplans of the area (if crawlers are to be used in play, maps and floor plans of the area should be prepared before hand). Examples of underground structures are provided on pp115 & 117.

Crawlers are generally used to transport troops into the fortress rather than to undermine the walls. A crawler passing beneath the walls of a fortress does not undermine them.

Tunnelling

Tunnels may be dug or cut to undermine the walls of a fortress, just as in the fantasy siege (see pp78-79). The only difference is that explosives would probably be used to bring the walls down rather than burning wooden props.

Las-cutters
Having been developed for mining, las-cutters are ideal for use in digging tunnels. A las-cutter with a crew of one can tunnel at double the normal rate.

Underground Mines
Tunnels run the same risks from underground mines as tunnelling vehicles (see p99).

The Mole Mortar

The mole mortar can be used in two ways by the attacker: to attack enemy underground installations, or to attack into the courtyard itself.

Used against an underground installation, the tunnel torpedo will explode as soon as it encounters 'empty space', such as a passage or room. Its chances of scoring a hit, even with deviation, are therefore much greater.

Used against the courtyard, the mole mortar works in exactly the same way as it does on the battlefield. Bear in mind, though, that the tunnel torpedo will explode if it goes into an underground space, and will not automatically find its way to the courtyard.

Bravery is stronger than adamantium. One is the stuff of the soul-forges, the other an illusion of safety created by fools. Adamantium walls cannot keep us out! We have the courage of the Emperor. And in the Emperor's name... ATTACK!!!! ATTACK!!! NO PRISONERS!

Chaplain Gonzago, during Operation Carthage (the second Pacification of Isstvan V)

• SIEGE DREADNOUGHTS

Primitive cultures make extensive use of siege engines, giant rams, towers, and other primitive devices, as described on pp 61-74. In the Imperium, these crude devices have been largely replaced by Siege Dreadnoughts.

The Siege Dreadnought is a large, well-equipped beast of metal, ceramite, and adamantium plating, built to survive even the considerable defensive firepower of a sophisticated fortress. Compared to the lighter classes of Dreadnought, such as the Contemptor, Deredeo, and Furibundus types, Siege Dreadnoughts are very slow and cumbersome; speed is less of an advantage than heavy armour.

The equipment of a Siege Dreadnought is suited to its specialised role. This may include ball-and-chain demolishers, las-cutters, phase field generators, web-nets and petards. Anti-personnel weapons, such as bolters, are rarely carried by Siege Dreadnoughts; every ounce of power is needed to carry armour and essential machinery.

Each of the thousands of Imperial Armies has its own small corps of Siege Dreadnoughts; a typical corps would consist of about twenty machines. Space Marine Chapters, too, have their own Siege Dreadnoughts, although usually only a few per Chapter; the Marines generally prefer to leave the more tedious and "mundane" long-term siege actions to the Imperial Army!

By far the greatest body of Siege Dreadnoughts belongs to the Ordo Reductor - a specialised unit attached to the Adeptus Mechanicus and based on the Mechanicus' factory-planet of Mars. It is not attached to the Imperial Army because of the highly sophisticated nature of the equipment, and the need for constant maintenance and repair.

When its services are required, units of the Reductor Ordo travel out to Siege Planets, bringing with them a whole train of Siege Dreadnoughts as well as other specialist and experimental siege machinery. The Adeptus Mechanicus can proudly boast that no planet has ever withstood their siege unit - although some have suffered complete destruction in the attempt.

Siege Dreadnought Equipment

Demolisher

This is a crude but very effective ball-and-chain affixed to one of the Dreadnought's limbs. The noise and damage caused by the solid ball pounding against a wall is extremely disturbing for the defenders. Orks find this rather exciting, so much so that some favour the demolisher as an anti-personnel weapon! One form of Orkish war-sport pitches two Ork Dreadnought gladiators armed with demolishers against each other in a fight to the finish.

A Dreadnought armed with a demolisher may make a single *demolish* attack against a wall or gate instead of *all* its normal attacks. A demolisher can affect building levels 1 or 2. Walls are hit automatically, causing a single Strength 10 hit and D3 damage points if successful.

The demolisher may also be used against other Dreadnoughts or vehicles in hand-to-hand combat. The Dreadnought's *Initiative* is reduced to 1, and a normal roll 'to hit' must be made. As for demolishing buildings, hits are at Strength 10 and cause D3 damage. Any Dreadnought hit by a demolisher - even if it does not take damage - is knocked over on the D6 roll of a 5 or 6.

A demolisher occupies 1 weapon hard point (HP) and must be fitted instead of a manipulative limb, reducing normal attacks accordingly. Points value is 10.

Pounder

Pounders are solid, hemispherical weights powered by pumping pistons, allowing the Dreadnought to 'punch' its way through walls and gates. A pounder takes the place of a normal manipulative limb, reducing the Dreadnought's normal attacks accordingly. Pounders may attack building levels 1 and 2.

A Dreadnought must be stationary to use pounders, and may not employ any other weapons in the same turn. Of course, it must be in base contact with the building section under attack. Each pounder causes one automatic hit per turn, at Strength 8 and causing D3 damage. Pounders may not be used against moving vehicles or other moving targets.

Pounders occupy 2 Weapon Hard Points (HP) each. Points value is 10 each.

Web-net

A Dreadnought can carry a special one-shot web-net mounted in a concealed casing on its back. This occupies 1 Equipment Stowage Space (E). The Web-net can be used at any time during the Dreadnought's turn, so long as the Dreadnought is within 4" of a wall. Web-net is fully described on p108. Points value is 10.

Head-shield

When attacking a large wall, a Dreadnought, like any other troops, is most vulnerable to attacks from above. A head-shield helps protect the Dreadnought - and any troops sheltering nearby - from such attacks. The head-shield looks like a huge bulldozer blade but is arranged to form a moveable armoured 'roof'. This roof will deflect any shot from above or any dropped missile(s) on the D6 roll of a 4, 5 or 6.

In addition, any troops within 2" of the model's base may also claim protection, any hits being deflected on the score of a 6. A head-shield cannot be fired through by troops sheltering under it, but this does not affect troops attacking building level 1.

A Head-shield occupies 1 Equipment Stowage Space (E) and costs 5 points.

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Ladders
A Dreadnought may be fitted with an extendable ladder on its back, allowing troops to climb up to any level of the fortress. The Dreadnought model must be placed within 4″ of the wall before it can extend its ladder. The ladder is considered to be extended from the beginning of the Dreadnought's following turn.

So long as the Dreadnought remains stationary, the ladder may be used like any other ladder, troops mounting at the rear of the Dreadnought and climbing onto the battlements or ramparts. The ladder cannot be cast down unless the Dreadnought is destroyed, in which case it is automatically cast down.

The ladder can be ejected from the Dreadnought at any time, and will eject automatically if the Dreadnought moves after it is extended. An ejected ladder will fall over on a D6 roll of 5 or 6; on a 1-4, it is still standing and is treated just like any other ladder (pp39-42).

A Dreadnought may use its armament normally while its ladder is extended, but suffers a -3 *Initiative* penalty in hand-to-hand combat (minimum 1).

Ladders occupy 1 Equipment Stowage Space (E) and cost 5 points.

Las-cutter
A Dreadnought may be equipped with a las-cutter to cut its way through walls (see p120). A Las-cutter replaces a manipulative limb. It occupies 3 weapons Hard Points (HP), replacing a manipulative limb, and costs 35 points.

Phase-field Generator
A Dreadnought may be equipped with a phase-field generator capable of displacing sections of masonry into warp-space (see p120). The generator is fitted internally, and its presence is usually concealed by armour. The phase-field generator occupies 2 weapons Hard Points (HP), replacing a manipulative limb,and costs 50 points.

Summary Chart

This chart summarises the most important details of the various specialist items available to siege dreadnoughts.

Weapon/Item	Pts	HP	E
Demolisher	10	1	
Pounder	5	2	
Web-net	10		1
Head-shield	5		1
Ladders	5		1
Las-cutter	35	3	
PFG	50	2	

Siege Dreadnought Armour

Siege Dreadnoughts always employ the maximum number of build-points permitted to the race building them - in the case of the Imperium, this is 140.

They must have the maximum *Strength*, *Toughness*, *Damage* and *Saving Throw* permitted for their race. In the case of the Imperium this is 10, 10, 20, and 2-6 respectively. Because this leaves relatively few build points for other items, siege Dreadnoughts tend to be rather slow and sluggish, weighed down by their equipment and armour.

The Samson Class Imperial Siege Dreadnought

Codename: *Sam*

Built Points Total: 140

Profile:

WS	BS	S	T	D	I	A	Sv	HP	E
4	1	10	10	20	1	1	2-6	4	3

Control System: Driver, 2 BPs

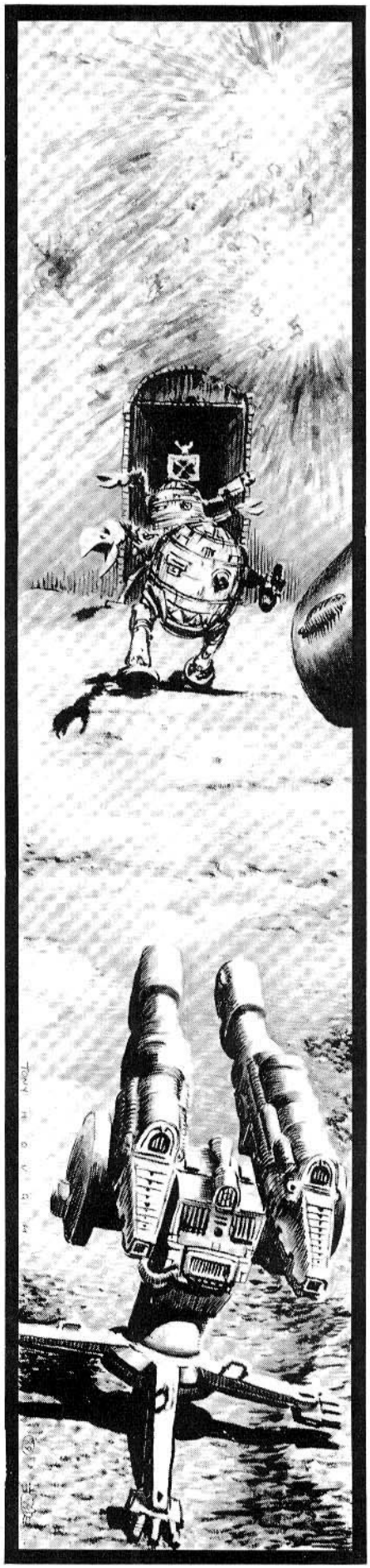
Power-plant: Crystal Battery, 5 BPS; speed 4

Attacks: 1 represents the number of *stomps*. A Dreadnought may have more attacks and may have manipulative limb attacks. Siege dreadnoughts usually employ special equipment and weapons in place of their manipulative limbs.

Armament: The Samson class Dreadnought has no specific armament. Its weapons hard points can be used to fit any combination of ordinary and siege weapons.

Equipment: As with weaponry, the Samson class Dreadnought is capable of mounting any combination of conventional and specialist equipment.

Points Value: 140 + weapons + equipment

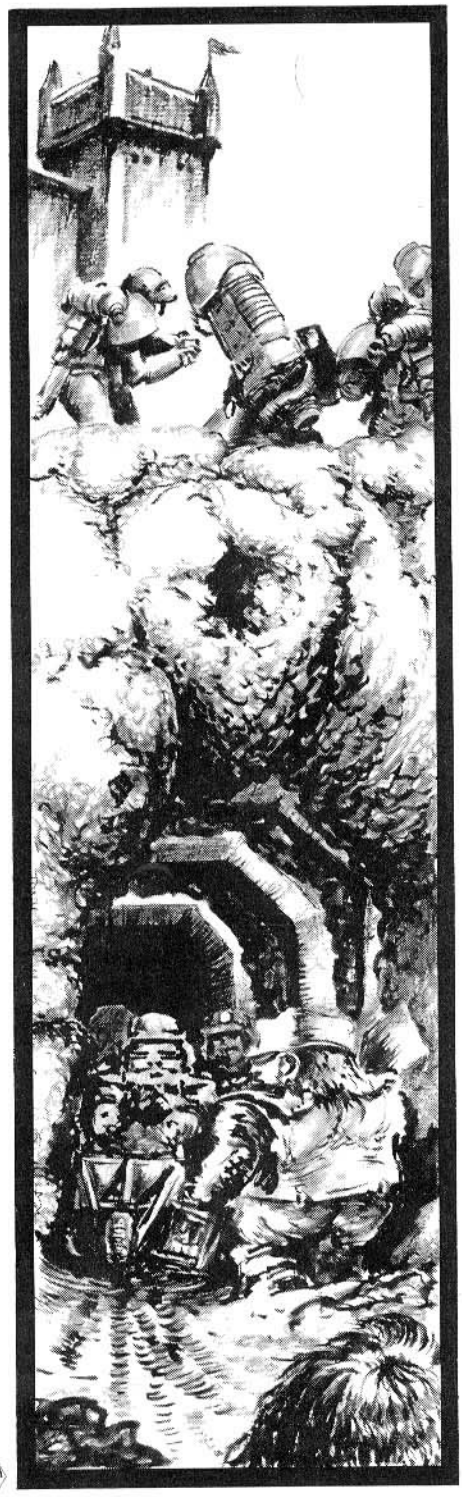


• FORTRESS COMPOSITION

As mentioned on p 93 , the standard fortress is made of stone or a stonelike material - essentially, anything that is sufficiently plentiful and durable.

Although functional considerations generally ensure that a fortress on one world looks much like a fortress on another, it is known that, scattered across the galaxy, fortresses exist which were built in the Dark Age of Technology using the Standard Template Construct (see **WH40K**, p270). Any rediscovered fortress of sufficient age is automatically investigated by the Adeptus Mechanicus, whose age-old dream is to find a functioning STC system. The STC has attained an almost mystical status in their eyes, the Arcanum and the Grail of Knowledge being but two of the titles by which it is known.

Their search has, so far, been in vain. It has, however, produced worthwhile results in a more unexpected direction.



• EXOTIC MATERIALS

Imperial Record: SG/40/037

Cross file to: Alien Technology CF
Primitive Anthropology BM
Material Technology PGI

Planetary ref: Earth A3 Sol System

Input ref: Adeptus Mechanicus, Questor Arcanum 65/639 YN375

Input dated: 1739988.M39

Thought for the day .

Let the wisdom of the Emperor wall round the fortress of your soul

The quest for the Arcanum continues.

Although it has not yet attained its prime goal, the quest has in the course of its investigations uncovered the body of information here collected, concerning the nature and properties of certain exotic materials used in fortress construction.

The Questor submits this data for evaluation.

Hail the Emperor!

In game terms, the properties of the materials discovered by the Questor Arcanum are as follows:

Hard

This is simply a diamond-hard type of rock. Its appearance is quite spectacular, with the myriad facets of its surface reflecting and refracting light to give it a multicoloured, coruscating appearance. The first discovery of this substance is generally credited to one Inquisitor Frangetus: still suffering from the stress of a long and traumatic journey through Warpspace, he is rumoured to have spent some time firing at the shifting colours of the rock in the belief that it was a warp entity of some description.

This type of structure refracts and dissipates laser fire, reducing its effects; laser damage is reduced by 1 point per hit. It is only rarely encountered, on worlds to which it is native or on which it has been successfully synthesised.

Feature	T	Dmg	Save
Section/level	10	20	4,5,6
Gates	10	10	4,5,6
Door/Trapdoor	8	5	-

Let the strength of your will match the stone of your walls.

Absorbent

This substance has a seamless, slightly glossy, almost plastic appearance due to the remarkably long polymer chains of which it is composed. It tends to take on a less glossy, whitish colour in areas where it has been hit, but does not pit, chip or shatter until it has taken enough damage to collapse completely. It absorbs damage in a controlled degradation, making it impossible to shatter and more resistant than stone and similar substances. It is normally found only on worlds with a high degree of technical advancement.

Feature	T	Dmg	Save
Section/level	10	25	5,6
Gates	10	12	-
Door/Trapdoor	8	7	-

Regenerative

This material is plant-based, with a rough bark-like texture, often giving the fortress the appearance of a fused and twisting mass of trunks and vines, almost indistinguishable from the surrounding vegetation of the jungle worlds in which it is most commonly found. It is not unduly resistant, but has the ability to repair damage that it has suffered - each section/level can repair one point of damage per turn. This ability does not extend to gates, doors and trapdoors, and a section/level struck by an *anti-plant* grenade or shell loses its regenerative properties. It is normally only found on worlds with a large pool of vegetable life or a highly sophisticated genetic engineering capacity.

Feature	T	Dmg	Save
Section/level	8	10	5,6
Gates	8	5	-
Door/Trapdoor	6	5	-

> Give me a squad of Marines first. But second, give me army troops and a solid wall.
>
> - Imperial Commander Ashton Grimes

Points Costs

In a siege game involving a normal stone fortress, the attacker has twice as many points as the defender to spend on troops (see p53).

In order to maintain a balanced game, these exotic materials increase this ratio from 2:1 to 2½:1. The following table sets out some common points ranges for sieges with exotic fortress constructions:

Defender	Attacker
400	1000
500	1250
600	1500
750	1875
800	2000
1000	2500
1200	3000
1250	3125
1400	3500
1500	3750
1600	4000
1750	4375
1800	4500
2000	5000

• ALIEN CONSTRUCTIONS

After you have played a few siege games with various fortress types, you may feel inspired to design your own exotic materials and features. You should not feel restricted to fortresses produced by Human technology. These might be the most common, but at the edge of Human migration various sorts of alien installations wait to be discovered.

The fortress itself might exhibit some unusual effect - perhaps it is alive and has attacks of its own, for example - or it might contain alien devices which could affect the game, such as a psychic field generator that provides all defenders with the equivalent of an *Aura of Resistance*.

> Ul'rakaan waited and watched. Ahead loomed the black stone of The Wall. For most of his tribe the presence of The Wall was as natural as the earth on which they walked, but Ul'rakaan knew in his bones this was not so: the earth cracked in the heat of the sun and went hard in the depths of winter. The Wall never changed, day or night, heat or cold.
>
> Pickering up his rope Ul'rakaan rushed forward. With one powerful sweep of his arm, he sent the heavy grapple sailing over the parapet. One tug told him the rope was secure, and, hand-over-hand, he started to climb - the first of his tribe to conquer The Wall.
>
> The Wall's surface rippled beneath his feet, and then erupted in a violent explosion. Thus did The Wall deal with parasites...

• EXAMPLE FORTRESSES

Detailed below are two examples of **Warhammer 40,000** fortresses - one Imperial and one alien. Each is described in detail, with its own historical background, and you may like to use these descriptions as the background for siege battles, or as inspiration for other installations and battles.

In both cases, the fortress represents no more than the tip of the iceberg, and there is a much larger underground complex. Subterranean areas are not essential to tabletop games, but can provide an interesting and challenging expansion, introducing many new possibilities - an armoury containing much-needed weapons, a generator that must be disabled, and so on.

You should lay out any underground areas before play starts; as you can see from these examples, Games Workshop's range of scale floor plans are ideal for this.

• FORT MACRAGGE

In 745.M41, Hive-fleet *Behemoth* was finally destroyed in a massed action by Dark Angels, Ultramarines and Whitescars. This victory marked the end of the last Tyranic War. After a protracted series of engagements lasting over sixty years, the Hive-fleet was lured into an ambush centred around a fortress on planet Macragge. This fortress is detailed in the accompanying diagrams and maps. At the time of the battle, the fortress was manned by the Ultramarines' No.1 Company, with the remaining Marines waiting in space to assault the Tyranid ships.

The ambush went according to plan, and the Hive-fleet Command Ship was badly damaged. Rather than surrender, the alien commander crash-landed his vessel on Macragge. The surviving Tyranids and Zoats swarmed round the fortress, and despite one of the highest kill-ratios in the history of the chapter, No. 1 Company was annihilated.

The Ultramarines do not speak of this battle; many died alone and unaided, isolated from their Brothers. Before they were knocked out, the four great defence lasers managed to destroy the Tyranid ship's communications area. This proved to be the turning point of the battle still raging in space; without the control of the Hive-fleet leader, the great swarm of vessels scattered and were destroyed piecemeal. When victory was certain, Nos. 3 and 7 Companies of the Ultramarines broke off the space battle to deal with the surviving aliens on the planet's surface. By the time the space battle had ended, the shattered fortress had been re-taken and not one alien lived.

The Emperor recognised the Chapter's decisive involvement in the engagement, and awarded the Ultramarines custody of Macragge, with the titles of Imperial Commander and Lord Macragge and full Adeptus Astartes status. Since then, the Chapter has moved its Fortress-Monastry to Macragge, building it over the site of the fortress where No. 1 Company died.

The plans and descriptions refer to the fortress as it was on the eve of the battle; a front-line base, in constant readiness.

Surface Level

On the surface, the fortress is little different from many others throughout the galaxy. An additional barrack block occupies about one-quarter of the courtyard, and its fixed armament consists of four turret-mounted defence lasers.

Variants of the weapons illustrated can be modelled from aerosol tops and similar materials (cf **WH40K**, pp256-258).

LEVEL 1

1. Praefectorium
The nerve centre of the fortress, forming the main communications and command centre. The room is protected by its own conversion field.

2. Consilium
A briefing room, equipped with wall displays and holographic tables. The area also doubles as a general library of relevant military data.

3. Artillerium
The fire control centre for the four defence lasers with which the fortress is armed. Kept in constant readiness.

4. Generatoria Laserium
These four huge generators each power one of the defence lasers.

5. Praesidium
The administrative office of the garrison commander. At the time of the battle this was Lt Commander Shiho Nage.

6. Munitorium
The main armoury. Each Marine was responsible for his own equipment, but additional munitions and equipment were stored here. Under battle conditions the doors to this area responded to any Ultramarine handprint. When the doors are shut, the room is protected by a stasis field.

7. Generatoria Vitae
The primary generators for the installation's power supply and life support systems.

8. Generatoria Secundae
Back-up generators and reserve batteries, providing emergency power sufficient for a full week of continual use.

9. Incursitorium
A killing ground designed to trap and neutralise any enemy incursion. Constantly manned by one squad.

10. Escalerium
An emergency stairway conecting all levels.

11. Apothacarion
The garrison's medical facility.

12. Elevatoria
Elevators leading to all levels.

13. General Purpose Area

14. Praesidium Lictores
The offices of the Field Police personnel assigned to the garrison. Also a key location in the defence of the Teleportorium (15).

15. Teleportorium
Providing access to the Chapter's fleet.

LEVEL 2

16. General Storage
The area also serves as a second line of defence if level 1 is overrun.

17. Ancora Vehicularis
A hydraulic ramp can be raised to the surface, and a land speeder is kept in constant readiness.

18. Reficerium
Technical workshops for the servicing and repair of weapons and equipment.

19. Laboratoria
Workshops for the maintenance of the installation as a whole.

20. Refectory
The largest area in the complex serves as a mess hall, and general assembly area, and as a place of worship. For the latter, the company's religious artifacts are brought, with great ceremony, from the Chapel (22).

21. Praefectorium Auxilia
The installation's secondary control centre, for use if the main Praefectorium (1) is destroyed or overrun.

22. Chapel
Containing a small altar and various religious artifacts and other items used in the rituals of the Chapter and Company. In the event of an incursion, the Chaplain's role would be to defend this area, saving the artifacts from sacrilege.

23. Cellae Sacerdotis
The private quarters of the Chaplain - at the time of the battle, Chaplain Ocellus.

24. Reclusiam
This area is set aside for members of the garrison, for contemplation and purification. The walls are decorated with inspirational texts.

25. General Storage

26. Cellae Praefecti
The private quarters of the garrison commander - at the time of the battle, Lt. Commander Shiho Nage.

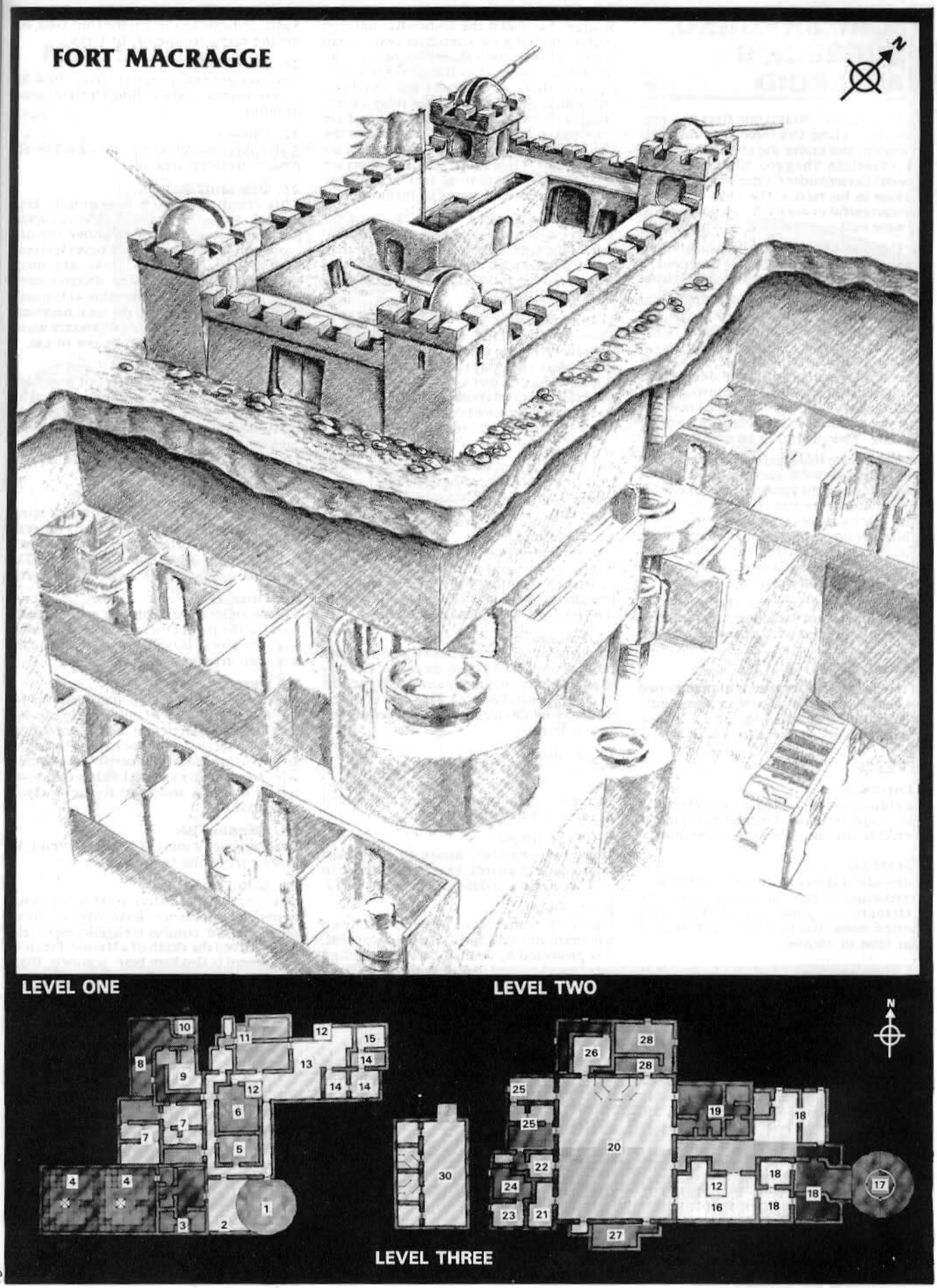
27. Cellae Legati
The private quarters of the deputy garrison commander - at the time of the battle, Lt. Kurt Rauger.

28. Culina
The installation's galley, with its own small hydro-culture and protien synthesis units.

29. Cellae Militaris (not shown on map)
All outward-facing doors on Level 2 lead to the cell complex housing the brethren of the garrison.

LEVEL 3

30. Penitorium
This is primarily a holding area while any disciplinary problems are resolved. Under battle conditions, the penalty for almost all transgressions is death.


FORT MACRAGGE
N
LEVEL ONE
LEVEL TWO
LEVEL THREE

• FORT SHAGGRO, BURBECK'S ASTEROID

In 985.M41, the Ultramarine fleet was sent to deal with a large Ork force operating near the eastern rim under the command of the Ork chieftain Shaggro Worldwrecker. Imperial Commander Calgar was especially cautious in his tactics: the Orks had been very successful in over a dozen pirate raids, and were well-equipped and well-organised.

The Orks had been traced to an ancient run-down fortress on Burbeck's Asteroid, a lifeless world composed mainly of raw iron.

In appearance the fortress could not be less impressive, a crumbling ruin situated on a vast plateau. The metal composition of the asteroid prevented a detailed energy-scan, but it was assumed that the Orks were located deep within. Calgar decided to assault the fortress with surface troops and dreadnoughts, holding back aerial reserves until the nature of the defences became apparent. This proved to be a wise move.

The Ork leader had briefed his forces well. Melta-weapons were used to good effect, being trained on the ground surface beneath the dreadnoughts rather than directly at them. The machines were mired in pools of rapidly-cooling molten iron, and this tactic nearly won the battle; only the timely deployment of the aerial reserves swung the outcome in the Ultramarines' favour.

The underground complex is typical of Ork installations; lots of dark rooms and winding passages, crammed with debris and decay.

Surface Level

On the surface, the fortress is ill-maintained and heavily decayed. Doors are frequently replaced by filthy hangings, and a lean-to structure has been erected in the courtyard.

LEVEL 1

1. Entrance
The entrance is decorated in typical Orkish taste - captured and wrecked equipment, severed heads and other grisly trophies.

2. Stuff Room
To describe this area as storage is perhaps an overstatement, since most areas in an Ork settlement are generally choked with assorted items that have been left there at some time or another.

3. Natter Room
This area serves the function of a council and briefing chamber, where Shaggro issues instructions to his unit leaders and (occasionally) invites their views and ideas.

4. Gretchin Dosser
The bulk of the Gretchins under Shaggro's command are quartered here. The chamber shows unmistakable signs of Gretchin occupation, with the main form of sanitation being the corners of the room.

5. Gretchin Stuff Room
This is an armoury containing the Gretchins' weapons and other equipment, and is normally kept locked. Weapons are only issued to the Gretchins under battle conditions - otherwise, petty internal dissentions would quickly lead to the virtual annihilation of the Gretchin force.

6-7. Gretchin Bossboys' Dossers
Shaggro has taken the somewhat unusual step of allowing his Gretchins two overall leaders of their own race; two, because he can always trust each of them to keep an eye on the other and report on anything untoward. These individuals relay orders down to the Gretchin unit leaders, and are responsible for discipline, according to the Orkish maxim *'Your boys do wrong, you see they get it. Or you get it.'* The chambers are smaller-scale versions of area 4, with the addition of various items of furniture.

8. Gretchin Scoffer
This room is used as a mess and assembly hall for the Gretchins. It is a little clearer than area 4, but the walls and floor are still spotted with scraps of food and other, less readily identified substances.

9. Boss Room
This is a command and control centre, dominated by the command throne and its associated communications equipment. When Shaggro does not take the field personally, he is stationed here, monitoring and controlling events on the surface. The room has an integral refractor field.

10. Shrine
This room has been dedicated to Sputal the Iron-God who, according to Orkish legend, hawked up Burbeck's Asteroid in a fit of coughing.

11. Screamer
This torture chamber is used for discipline, interrogation and entertainment, and is constantly manned by the torturer-in-chief, or Painboy, who was Graglodd Killslow at the time of the Ultramarine assault.

12. Patcher
By virtue of his knowledge of anatomy and possession of useful equipment, the Painboy of an Ork force frequently also holds the post of chief medical officer. This is one of the reasons why this facility is crudely equipped and little used.

13. Stopper
This guard post is typical of the Orkish approach, consisting of no more than a chamber with a squad of guards and a small amount of rubble for cover.

14-15. Stairboys
These two chambers house an additional two squads of guards, to reinforce those in 13 if necessary and defend the stairs to level 2.

16-17. Stairs
The only connection between the two subterranean levels, and a vital defence point. It is protected by a small maze of winding passages, designed to trap an attacking force between two or more squads of Orc guards.

LEVEL 2

18. Deep Stopper
Another guard post, where defenders can make use of the many alcovers, rocks and other sources of cover to stand off attackers until the main Ork force can be mobilised.

19. Thumping Pit
This gladiatorial pit is used for unarmed combats to settle grudges and disputes between the Orks, while the others watch. Occasionally, the Gretchins are also allowed to watch - this is generally a great boost to morale, since they feel privileged to be allowed into the Orkish parts of the complex and they are always impressed by the strength and fighting prowess of their masters.

20. Big Shrine
Again dedicated to Sputal the Iron-God, but for the exclusive use of the Orks.

21. Stuff Room
Another general-purpose area, used for access, storage, and anything else that comes to mind.

22. Dosser
A sleeping and relaxation area used by the troops manning area 18.

23. Ork Stuff Room
This armoury, which is generally kept locked, is used to store the Orks' weapons and equipment, over and above the one close-combat weapon which never leaves an Ork's side. Although Orks are more disciplined than Gretchins, disagreements have a tendency to escalate almost instantly to violence, and Shaggro deems it necessary to keep his troops' heavier weaponry under lock and key when they are not in use.

24. Mekboy's Room
Ork mechaniacs are masters of ingenuity when it comes making items work. This generally means ripping apart another item and using the bits to repair the broken device. This workshop was run by Shaggro's Boss Mekboy, Bragzod, at the time of the Ultramarine attack.

25. Blasting Room
This room is used for the testing of repaired and modified weaponry, and bears the scars of numerous live-ammunition tests as well as blackened patches where tests failed. The statue at the far end is a favourite target.

26. Dossers
This chamber is the dormitory and relaxation area for the main Ork force. It is somewhat less repulsive to Human sensibilities than the Gretchin accommodation.

27. Dumper
This latrine is one of the main reasons for the Ork dormitory being slightly cleaner than that of the Gretchins. Bodily waste from here is collected from time to time by an Ork known as the Kakboy (generally a lesser chief who has recently crossed Shaggro in some trivial matter), and used to fuel a crude generator.

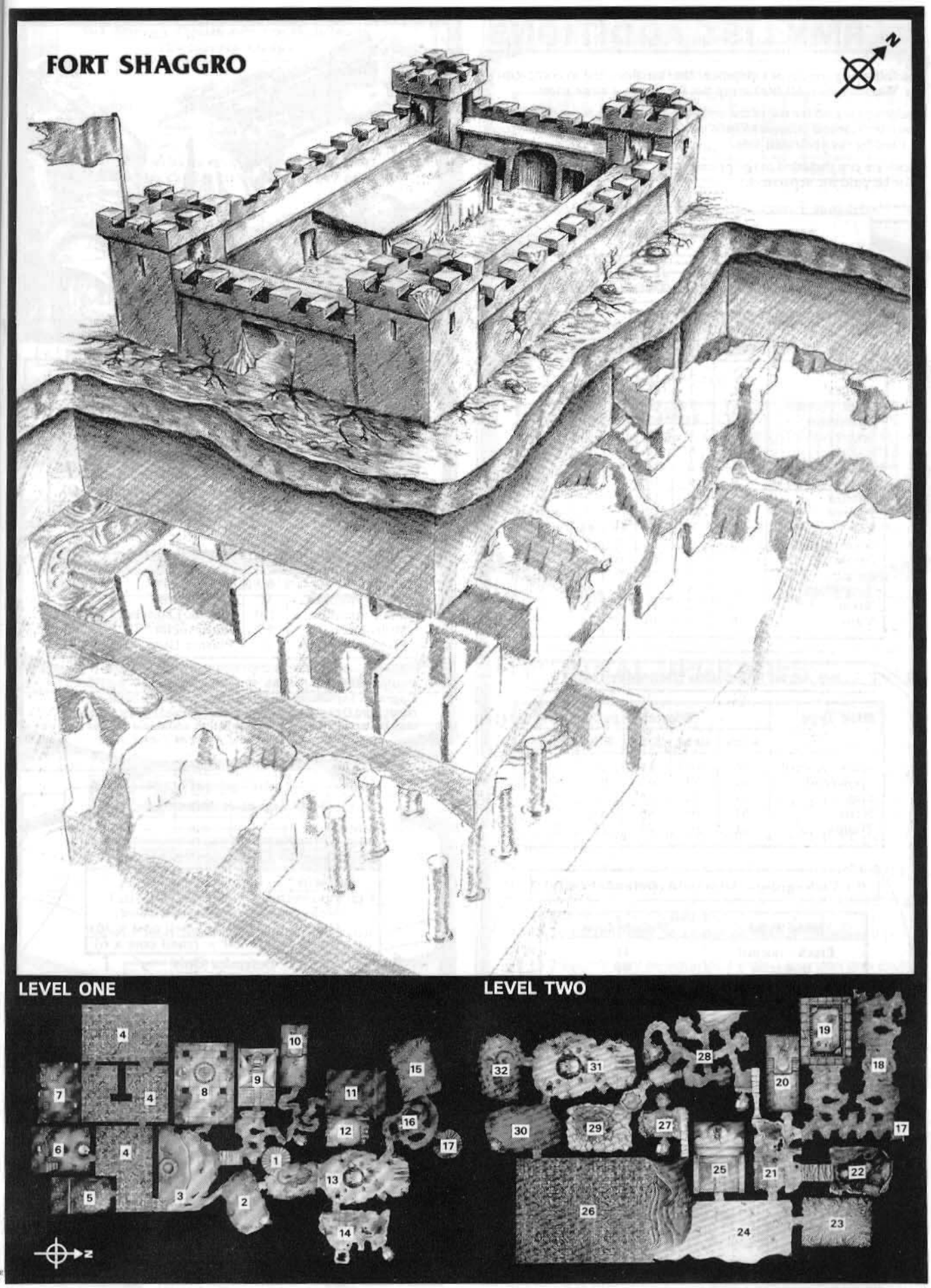
28. Winding Bit
As in area 16, a maze is used to defend the inner part of the Ork complex.

29. Good Stuff
Orks have a peculiar notion of what constitutes treasure. Basically, anything obtained from combat is eligible, especially if it involved the death of a Marine. Precious equipment is also kept here; scanners, flight packs, suspensors and so on.

30. Bossboys' Dossers
Personal chambers are a sign of rank in Ork society, and apart from the Warlord, only Captains can expect them as a matter of course.

31. Hardboys
The final guard chamber is manned by the Warlord's bodyguard - the cream of the Orkish troops, with the best equipment available. To ensure their loyalty, these troops always have first choice of food, prisoners and any other treasure.

32. Chief's Dosser
The Warlord's quarters are traditionally located in the deepest and most secure part of the complex. Shaggro has decorated his quarters with an impressively grisly array of trophies from past battles.


FORT SHAGGRO
N
LEVEL ONE
LEVEL TWO

• ARMY LIST ADDITIONS

The following specialist equipment lists are intended to complement any **Warhammer 40,000** army list for use in a siege game.

Equipment is paid for out of the army's overall points allocation; certain items are marked *'Attacker Only'* or *'Defender Only'*, and may only be used by the indicated side.

Crews are not included in the points costs, and where necessary they must be paid for separately.

MINEFIELDS (see pp98-99)

0-100 Surface Minefields (Defender Only)

Mine Type	Trigger Type					
	Press	Prox	Rem	E/M	Bio	Timer
Blind	2	3	12	7	7	3
Choke	1	2	11	6	6	2
Crack - normal	4	5	14	9	9	5
- powerful	40	41	50	45	45	41
Frag	2	3	12	7	7	3
Halluc.	4	5	14	9	9	5
Knock-out	1	2	11	6	6	2
Melta	8	9	18	13	13	9
Photon	2	3	12	7	7	3
Plasma	2	3	12	7	7	3
Rad	8	9	18	13	13	9
Scare	2	3	12	7	7	3
Smoke	1	2	11	6	6	2
Stumm	1	2	11	6	6	2
Tanglefoot	2	3	12	7	7	3
Toxin	1	2	11	6	6	2
Virus	8	9	18	13	13	9

0-3 Aerial Minefields (Defender Only)

Mine Type	Trigger Type				
	Prox	Rem	E/M	Bio	Timer
Crack - normal	41	50	45	45	41
powerful	81	90	85	85	81
Frag	21	30	25	25	21
Melta	81	90	85	85	81
Plasma	21	30	25	25	21

0-1 Underground Minefield (Defender Only)

Mine Type	Points Cost
Crack - normal	41
- powerful	81
Melta	81
Plasma	21

0-50 Dummy Minefields

PV: 5 points each, regardless of location.

The 'Overlord Instinct' or the 'I'm the King of the Castle' syndrome work in our favour when we crush rebellions. The traitors are safe and sound behind their fortress walls. We, the loyal servants of Our Emperor, need look no further for our targets.

Johannes Dixen, Lecturers to the School of Assassins

WALL MOUNTED WEAPONS (see p102)

Wall-Mounted Weapons up to weapon point maximum of each section/level - (Defender Only)

Weapon	Pts Cost	Weapon	Pts Cost
Auto-cannon	45	Conversion Beamer	60
D-cannon	50	Defence Laser	260
Graviton Gun	12	Grenade Dumper*	25
Grenade Launcher*	25	Heavy Bolter	25
Heavy Plasma Gun	60	Heavy Stub	20
Heavy Webber	30	Las-cannon	55
Macro-cannon	110	Missile Launcher*	40
Multi-laser	50	Multi-melta	60
Plasma Cannon	21	Plasma Gun	15

* Ammunition must be paid for separately - see **WH40K**, p 59.

Equipment: Auto-fire (**BS** 3), fixed mounting.

Upgrade: Any weapon on a rampart or battlement section/level (apart from Defence Lasers, Macro-Cannon and Plasma Cannon) may be mounted on a gravplate for an additional cost of 25 points.

0-10 Support Missiles

Type	Points
Bio-wire*	95
Crack-powerful	60 + (20 x size)
Melta	60 + (4 x size)
Mine*	60 + (shell cost x 10)
Scatter	60 + (shell cost x 6)

* Defender Only

Equipment: single mounting, auto-fire.

0-3 Mole Mortars

Short range	Long range	Shooting to Hit		Str	Dam
		Short	Long		
6-24	24-48	-1	-2	6	1

Save mod	Type				Area	Tech
	C	H	S	F		
		2"	X		3"	6

Crew: 2 models, not included in points cost.

PV: 50 each

0-1 Energy Fields per section/level (Defender Only)

Field	Cost per section/level
Conversion	15
Refractor	7½

Upgrade: At an extra cost of 1 point per field, an override switch can be housed in a tower or other command centre.

0-10 Finders (Attacker Only)

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Save	Wpn	Equip
4	0	0	3	3	1	3	0	10	10	10	10	5-6	0	0

Equipment: nil

PV: 1 each

0-5 Bombots (Attacker Only)

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Save	Wpn	Equip
4	0	0	3	3	1	3	0	10	10	10	10	5-6	1	0

Equipment: Grenade

PV: 5 + grenade cost

0-3 Las-Cutters (Attacker Only)

Short range	Long range	Shooting to Hit Short	Shooting to Hit Long	Str	Dam
0-10	-	auto.	-	-	D10

Save mod	Type C	Type H	Type S	Type F	Area	Tech
-6		3"			½"	6

Crew: 1 model, not included in points cost.

PV: 35 each

0-4 Groundfire Crawlers

Small Crawler

LAND Max	LAND Acc/Dec	AIR Max	AIR Min	AIR Acc/Dec	TRR	Cp	T	D	Sv	Eq	W
16	4				2	2	9	20	5-6	2	2

Equipment: Communicator, energy scanner

Weapons: Auto-cannon

PV: 200 each

0-3 Rock Ripper Crawlers

Medium Crawler

LAND Max	LAND Acc/Dec	AIR Max	AIR Min	AIR Acc/Dec	TRR	Cp	T	D	Sv	Eq	W
12	4				2	6	9	40	4-6	3	5

Equipment: Communicator, energy scanner, auto-drive

Weapons: Bolters (3), Las-cannon

PV: 345 each

0-2 Hellgater Crawlers

Large Crawlers

LAND Max	LAND Acc/Dec	AIR Max	AIR Min	AIR Acc/Dec	TRR	Cp	T	D	Sv	Eq	W
8	4				2	12	9	60	3-6	6	8

Equipment: Communicator, energy scanner, auto-drive, auto-aim (slaved to Las-cannon), auto-aim (slaved to bolters)

Weapons: Twin heavy bolters, twin Las-cannon.

PV: 555 each

• OPTIONAL UPGRADES

SQUADS

Attacker

1. 0-2 troopers may be equipped with phase field generators (50 points each).
2. Any number of squads may be equipped with flight packs (40 points per squad).
3. Any number of squads may be equipped with jump packs (20 points per squad).
4. Any number of squads may be equipped with power grapples (10 points per squad).
5. Any number of squads may be equipped with 2 ladders per squad (10 points per squad).
6. Up to 10 models may be equipped with web-nets (20 points each).
7. Up to 2 squads may be equipped with 1 graviton gun each (2 points per squad).

Defender

1. Up to 2 squads may be equipped with 1 graviton gun each (2 points per squad).

VEHICLES

Attacker

1. Any surface vehicle may be fitted with a ram or dozer blade at the cost of 2 equipment points (10 points each).
2. Up to 2 surface vehicles or fliers may be equipped with 1 graviton gun each (2 points each).
3. Any vehcile may be fitted with a ladder at the cost of 1 equipment point (10 points each).

FORTRESS UPGRADES

1. Any gateway may be equipped with 1 gatewarp (75 points each).

SIEGE DREADNOUGHTS

IMPERIAL SIEGE DREADNOUGHTS

Imperial Siege Dreadnoughts may be included in any Space Marine or Imperial Army force, as follows:

0-3 Samson Class Imperial Siege Dreadnoughts

Type: Pounder **Build Points Total:** 140

	WS	BS	S	T	D	I	A	Sv	HP	E
Profile:	4	1	10	10	20	1	1	2-6	4	3

Control System: Driver, 2 BPs
Power-plant: Crystal Battery, 5 Bps; speed 4
Armament: 2 pounders
Equipment: 1" radius power field, web-net, headshield.
Points Value: 140 + 20 weapons + 25 equipment = 185

0-3 Samson Class Imperial Siege Dreadnoughts

Type: Demolisher **Build Points Total:** 140

	WS	BS	S	T	D	I	A	Sv	HP	E
Profile:	4	1	10	10	20	1	1	2-6	4	3

Control System: Driver, 2 BPs
Armament: Demolisher, 1 bolt-gun, 1 missile launcher with *powerful* type crack shells.
Equipment: 1" radius power field, targeter for missile launcher.
Points Value: 140 + 60 weapons + 15 equipment = 215

ORK SIEGE DREADNOUGHTS

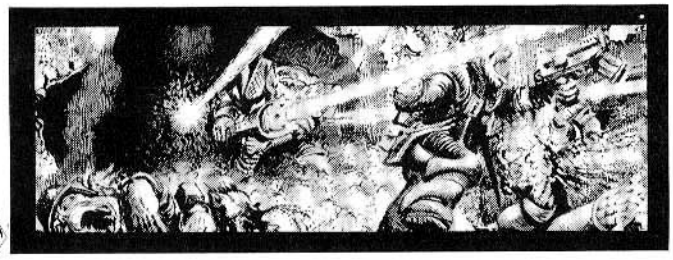
These dreadnoughts may be used with any Orkoid force.

0-3 Stomper Class Ork Siege Dreadnoughts

Build Points Total: 140

	WS	BS	S	T	D	I	A	Sv	HP	E
Profile:	3	1	10	8	20	1	2	2-6	4	4

Control System: Driver, 2 BPs
Power-plant: Combustion Engine, 5 BPs; speed 4
Armament: 1 demolisher, 1 bolt gun, 2 power claws
Equipment: 1" radius power shield, headshield, web-net
Points Value: 140 + 12 weapons + 25 equipment = 207



0-3 Bomber Class Ork Siege Dreadnoughts

Build Points Total: 140

	WS	BS	S	T	D	I	A	Sv	HP	E
Profile:	3	1	10	8	20	1	2	2-6	7	1

Control System: Driver, 2 BPs
Power-plant: Combustion Engine, 5 BPs; speed 4
Armament: 2 power claws, 1 las-cutter, 1 phase-field generator
Equipment: headshield
Points Value: 140 + 115 weapons + 15 equipment = 270

0-3 Thumper Class Ork Siege Dreadnoughts

Build Points Total: 140

	WS	BS	S	T	D	I	A	Sv	HP	E
Profile:	3	1	10	8	20	1	2	2-6	8	0

Control System: Driver, 2 BPs
Power-plant: Combustion Engine, 5 BPs; speed 4
Armament: 2 pounders, 1 plasma gun, 1 las-cutter
Equipment: nil
Points Value: 140 + 60 weapons = 200

ELDAR SIEGE DREADNOUGHTS

These Dreadnoughts may be used with any Eldar Craftworld, pirate or mercenary force.

0-3 Night-Howler Class Eldar Siege Dreadnoughts

Build Points Total: 160

	WS	BS	S	T	D	I	A	Sv	HP	E
Profile:	6	6	10	10	20	1	2	2-6	4	4

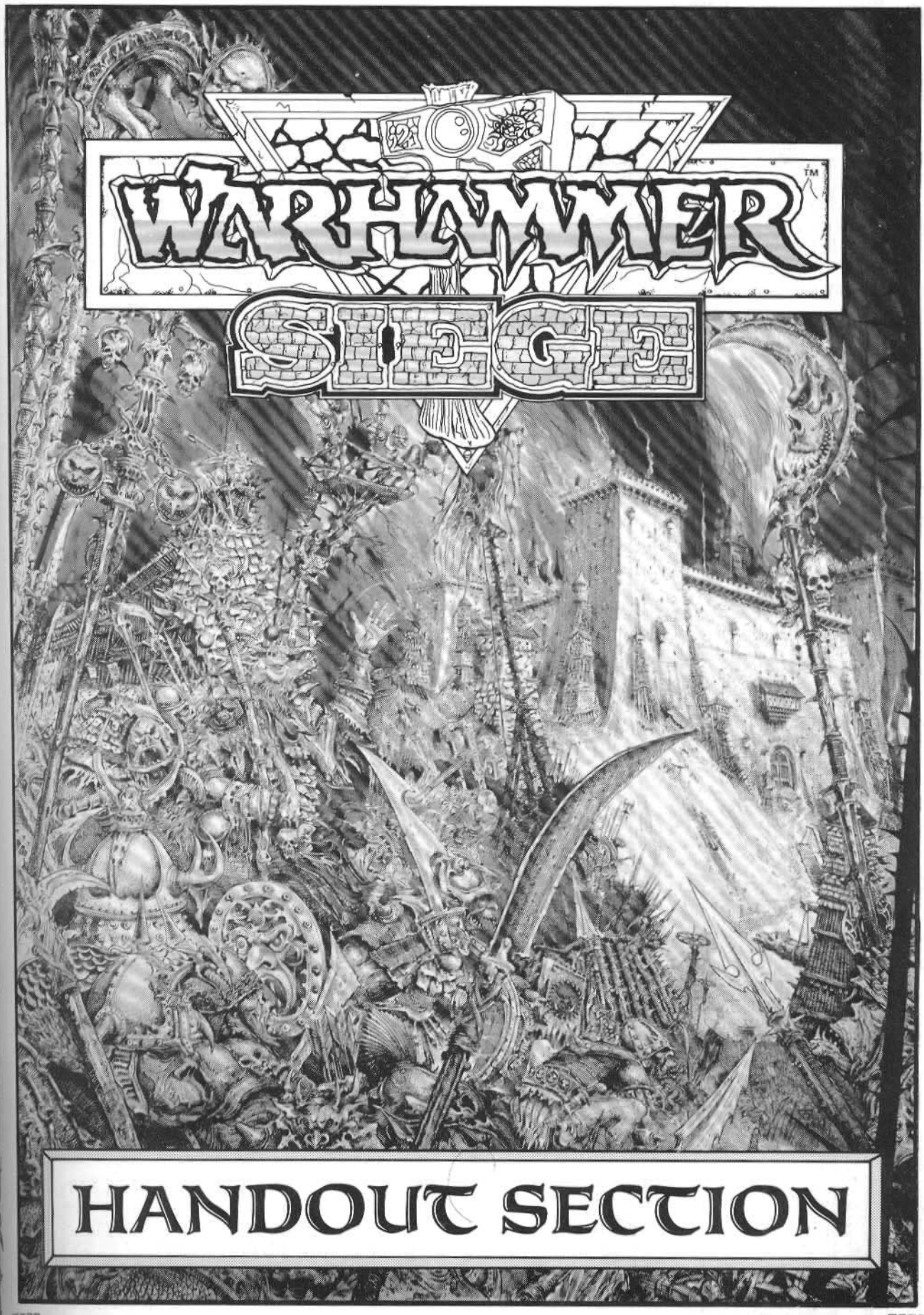
Control System: Mind Impulse, 10 BPs; adds +2 to I.
Power-plant: Crystal Battery, 5 BPs; speed 4
Armament: 1 demolisher, 1 las-cannon, 1 shuriken catapult
Equipment: 1" radius power field, power field synchroniser, headshield.
Points Value: 160 + 110 weapons + 35 equipment = 305

0-3 Breach-Stalker Class Eldar Siege Dreadnoughts

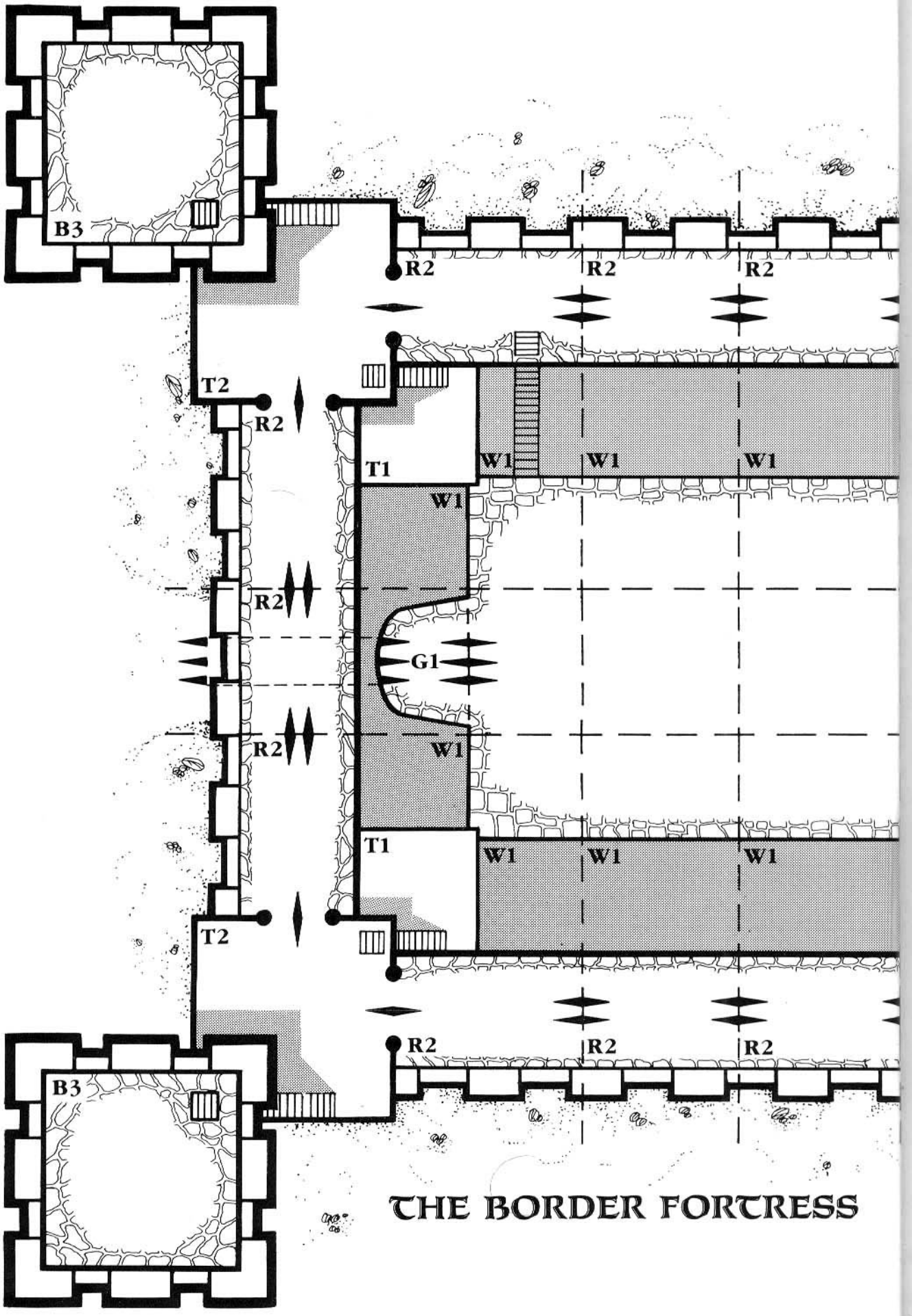
Build Points Total: 160

	WS	BS	S	T	D	I	A	Sv	HP	E
Profile:	5	5	10	10	20	1	2	2-6	5	4

Control System: Mind Impulse, 10 BPs; adds +2 to I
Power-plant: Crystal Battery, 5 BPs; speed 4
Armament: 1 demolisher, 1 missile launcher. The mind-impulse includes a targeter, this cost 10 points but takes up no build points.
Equipment: 1" radius power field, ladder, web-net.
Points Value: 160 + 90 weapons (+ shells) + 35 equipment = 285



HANDOUT SECTION



THE BORDER FORTRESS

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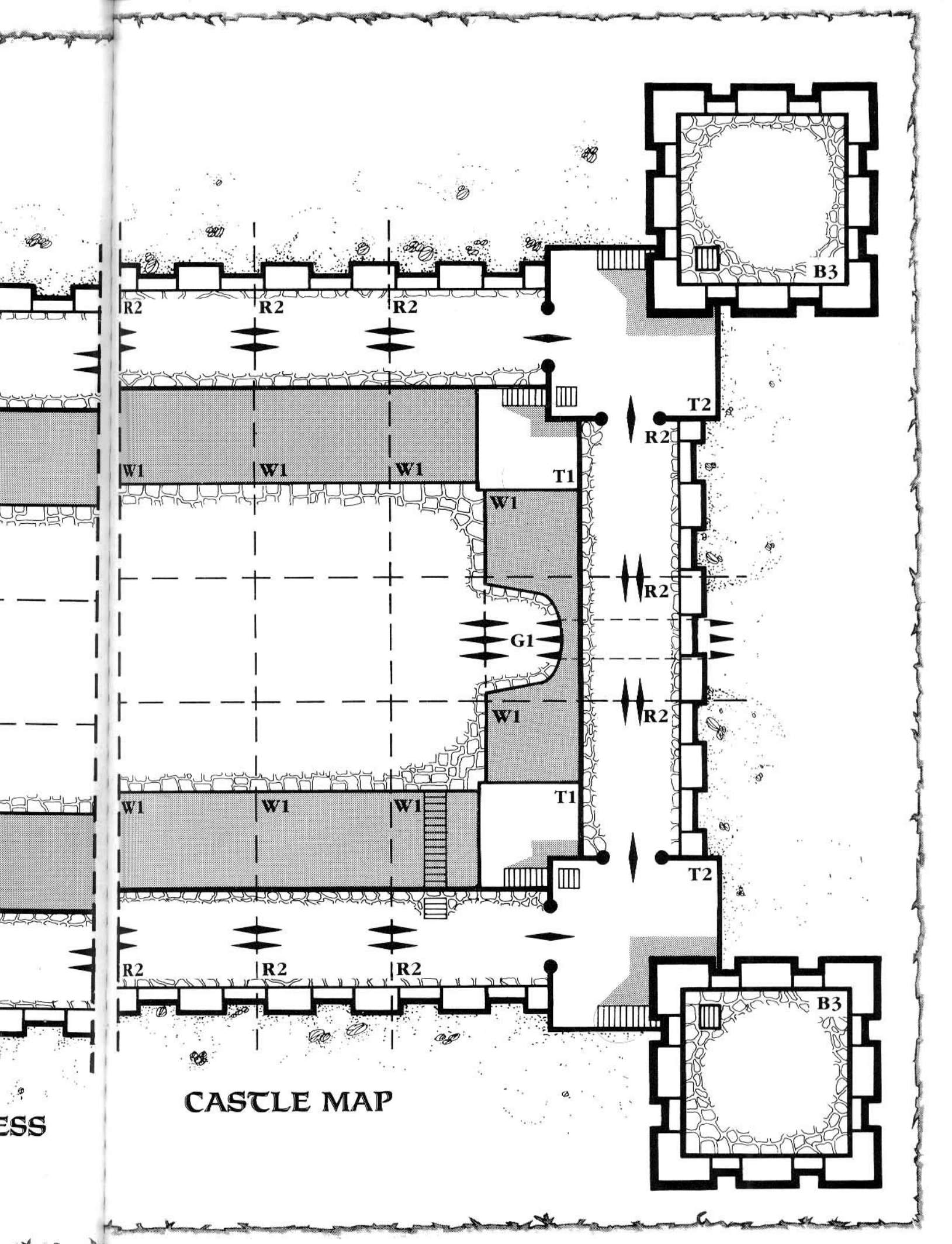

CASTLE MAP

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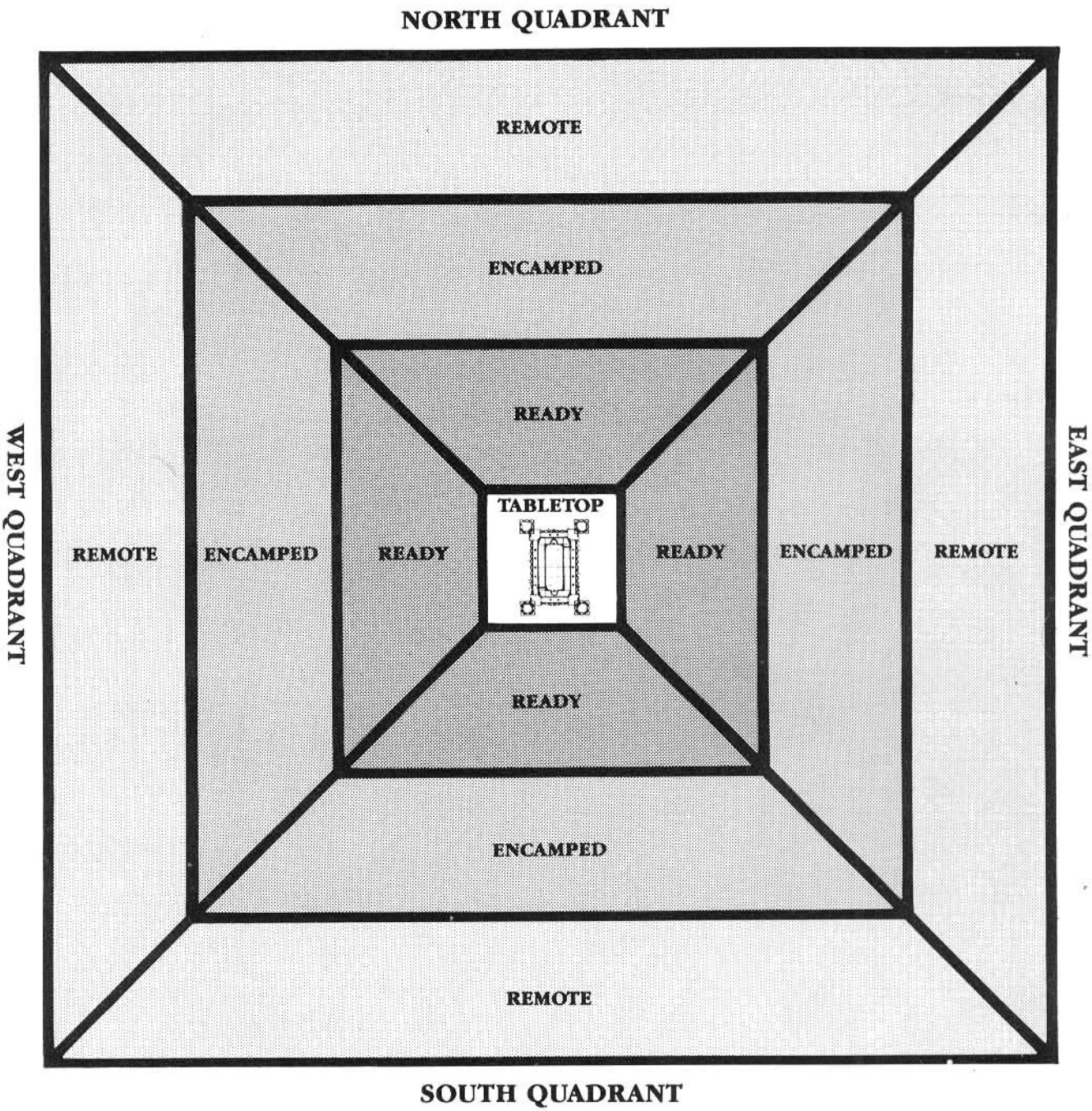
WARHAMMER SIEGE

STRATEGIC MAP



STRATEGIC MAP RULES SUMMARY

NORMAL TIME

Units may move:

Between adjacent zones of same quadrant;

From Ready Zone to table edge in same quadrant;

From Encamped zone of one quadrant to Encamped zone of adjacent quadrant.

1D6 units may move per turn.

No unit may move more than once.

STRATEGIC TIME

Each unit may move up to 3 times
For foraging units, roll D6:

1-2	Move clockwise into adjacent Remote zone.
3-4	Move anti-clockwise into adjacent Remote zone.
5-6	Remain in same Remote zone or move to Encamped zone and end foraging.

Foraging units gain 1D6 supply points for each move spent in Remote zones.

MISSILE THROWER RANGES

Missile Throwers can fire from different zones depending on their maximum ranges as follows:

Maximum Range	May Fire From
Under 48″	Tabletop only
48″-96″	Ready Zone
96″ or more	Encamped zone

For rules on Strategic Awareness, see p38.

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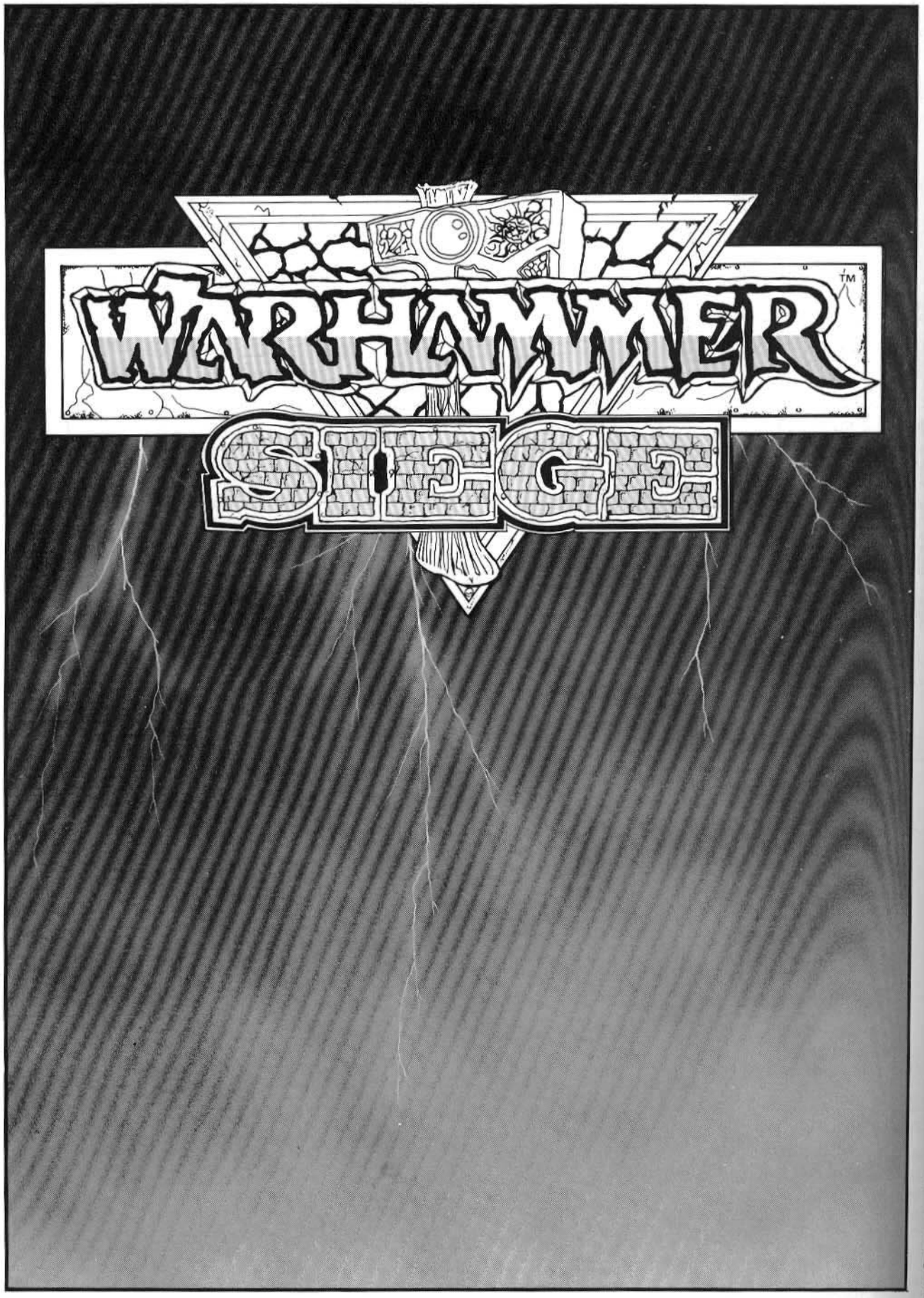

WARHAMMER
SIEGE
TM

THE DEFENCE OF CARAZ-LUMBAR

COMMAND SHEET: The Dwarven Defenders

Dumwin Stoutbelly

You stand on the ramparts of Caraz-Lumbar, your childhood home, and watch the Goblinoids approach. Your heart sinks as you look around at the small band of defenders - a scant two dozen against almost a hundred attackers, including a Giant.

You wish your father were here. The great Grim Skullhammer would show those greenies a thing or two. It was less than a month ago that the message came - Karak-Bazik was under attack, and Zhufbar itself was threatened. Grim set out immediately, taking his great rune-axe, his personal guard of thirty Imperial Dwarfs, and eighty crossbow-Dwarfs from the garrison.

"What if Caraz-Lumbar is attacked while you're away?" you asked. Grim smiled, and laid one heavy hand on your shoulder.

"Why, you'll defend it, lad. I must be going. Remember, I'm relying on you to hold Caraz-Lumbar till I get back."

"Hot soup! Come and get your nice hot oxtail soup! Can't fight on an empty stomach, now, can we?"

The voice of Quango Lipstrangle, the fort's Halfling cook, snaps you back to the present.

"Come on, chief!" he cries cheerfully, "Come and get it while it's hot!" As you drink your soup, you take stock of your troops and defences. Five cauldrons of water, ready to be heated. Ah - make that four of water and one of soup. Pity you could only find the one brazier.

Five piles of rocks and five boulders - so you've got a lot of things to drop, provided you make every one count. You're reasonably well-off for missiles; nine crossbows, including your own, and Quango has his short bow with him. Then you have eight light-armoured warriors, and five of Grim's Imperial Dwarfs. You pause to consider tactics - what would Grim have done? You try to remember what he told you.

Tactics

"One thing about a fortress, lad, is that you can see the blighters coming. So by the time they're in spitting distance of the walls, you can have your troops there to meet 'em. And in the meantime you can thin 'em out a bit with your crossbows.

THE DEFENCE OF CARAZ-LUMBAR

COMMAND SHEET: The Goblinoid Attackers

Bogrot Stuntybane

You an' yer boyz bin movin' west fer weeks now. Fingz bin goin' real good - evryfink yer meet gets ripped. S'cuz yer dead clever, o'course - nunna the uvver bossboyz cudda dun so good.

Yer boyz're feelin' good - plenty'v Humies an' Stunties t'eat, so they ain't started on each uvver yet. An' yer gotcher secret weppun - Grimsmirk Danglejaw the Giant. 'E bin dead 'andy so far - most times the uvver look take one lok at 'im an' zog off dead quick.

Then yer cumz ter this cassle. One o'them Stunty places, it is. Big walls. Loads o' Stunties. Loads? 'Ang on - there's one, two, er... not that many really. There's more o'your boyz, fer sure.

All yer boyz wanter gerrin there an' rip the Stunties, but you stops 'em so's yer can 'ave a fink. That's cuz yer dead clever.

Yer sends the Gobboes off inter the woods fer sticks an' stuff so's yer can make some ladders. An' yer makes some o'them 'ooks wiv strings, too. Den Grimsmirk pulls a couple of trees up f'yer, an' yer tells yer boyz 'ow ter smash the gates wiv 'em. Dead clever, that. Hur, hur hur.

An' while they's doin' all this stuff, yer sat there finkin'. An' lookin' at the cassle. An' figgerin'. That's cuz yer dead clever. Sum o'the boyz gets a bit whiny cuz you ain't 'elpin', but yer smacks 'em round the 'ead and tells 'em yer finkin'. That's wot grate leaders do, finkin'.

When the boyz is all ready, yer calls 'em all round an' tells 'em wotcher bin finkin'.

Tactics

Fust fing t'remember'z the gate. Don't look like there'z many Stunties in there, so if your boyz gerrinside, yer can rip 'em easy. So get the gate down, an' send the Gobboes in fust - they keep the Stunties busy fer a bit, an' then yer uvver boyz gerrin an' rip 'em.

Only problem might be their crossbowz. So use yer bowboyz ter keep the Stunties' 'edz down till yer gerrin close. Then send the Gobboes fust, so the Stunties drops all their rocks an' stuff on the Gobboes, an' wivvabit o'luck they'z run out by the time yer big boyz gerrin close.

Grimsmirk's gonna be dead 'andy, too. 'E clears the Stunties off a bit o'wall, then yer ladderboyz an' stringboyz can gerrin, no trubble. There'z not too many Stunties, so get all yer boyz in soon az yer can.

Hur, hur, hur. S'grate bein' dead clever.

Deployment

The Goblinoid player must divide his forces into four divisions, each corresponding to one quadrant of the table. A division can consist of any number, type or mixture of troops, or none at all.

Once forces have been alotted to the four divisions, models are placed on the table, within 12" of the appropriate table edge but not within 12" of a corner. Once the defenders have set up, battle is ready to commence; the Goblinoids have the first turn.

'Gaaaaan! Gerrin there an' rip em!'

THE DEFENCE OF CARAZ-LUMBAR

COMMAND SHEET: The Dwarven Defenders

"The gate's very important. If it goes down, they can pour in and use weight of numbers. So stop 'em going near the gate.

"At the same time, you've got to watch out for ladders - knock 'em down, drop things on their heads and so on.

"If things go horribly wrong, always try to fight in confined spaces. Then they can't get any more troops into contact than you can. Don't be afraid to pull back into a tower and knock 'em down one by one as they come through the door - it's a good way to whittle 'em down if they get inside the walls.

"And that's about it, lad. Just use your wits, keep your head, and use your supplies wisely, and you can't go wrong."

Deployment

First, let the Goblinoids set up. Then, deploy your troops and equipment anywhere you like inside the castle, bearing in mind the normal occupation limits. Then the greenies get the first turn, and off you go.

'Good luck, lad. Remember, I'm relying on you.'

Dumwin Stoutbelly - Level 10 Dwarf Hero
Hand weapon, heavy armour, crossbow and shield.

M	WS	BS	S	T	W	I	A	Ld	Int	CL	WP	Save
3	6	4	4	5	3	3	2	10+1	7	9	9	4+

Quango Lipstrangle - Level 10 Halfling Hero
Hand weapon and short bow.

M	WS	BS	S	T	W	I	A	Ld	Int	CL	WP	Save
3	4	5	3	3	2	6	3	7+1	7	6	8	none

5 Imperial Dwarfs - Dwarf +2 shock elite
Hand weapon, heavy armour and shield.

M	WS	BS	S	T	W	I	A	Ld	Int	CL	WP	Save
3	5	3	3	4	1	3	1	9	7	9	9	4+

8 Dwarf Warriors
Hand weapon and light armour.

M	WS	BS	S	T	W	I	A	Ld	Int	CL	WP	Save
3	4	3	3	4	1	2	1	9	7	9	9	6

8 Dwarf Crossbows
Hand weapon and crossbow.

M	WS	BS	S	T	W	I	A	Ld	Int	CL	WP	Save
3	4	3	3	4	1	2	1	9	7	9	9	none

Equipment: 1 Brazier, 5 Batches of Water, 5 Batches of Rocks, 5 Boulders.

THE DEFENCE OF CARAZ-LUMBAR

COMMAND SHEET: The Goblinoid Attackers

Bogrot Stuntybane - Level 20 Orc Hero
Hand weapon, heavy armour and shield.

M	WS	BS	S	T	W	I	A	Ld	Int	CL	WP	Save
4	6	4	4	5	4	5	4	5	10+3	8+1	8+1	4+

3 Level 10 Orc Heroes
Hand weapon, heavy armour and shield.

M	WS	BS	S	T	W	I	A	Ld	Int	CL	WP	Save
4	5	4	4	5	2	3	3	8+1	5	7	7	4+

20 Orc Warriors
Hand weapon, light armour and shield.

M	WS	BS	S	T	W	I	A	Ld	Int	CL	WP	Save
4	3	3	3	4	1	2	1	7	5	7	7	5+

10 Orc Archers
Hand weapon and bow.

M	WS	BS	S	T	W	I	A	Ld	Int	CL	WP	Save
4	3	3	3	4	1	2	1	7	5	7	7	none

30 Goblins
Hand weapon and shield.

M	WS	BS	S	T	W	I	A	Ld	Int	CL	WP	Save
4	2	3	3	3	1	2	1	5	5	5	5	6

10 Goblin Warriors
Hand weapon, light armour and shield.

M	WS	BS	S	T	W	I	A	Ld	Int	CL	WP	Save
4	2	3	3	3	1	2	1	5	5	5	5	5+

22 Goblin Archers
Hand weapon and short bow.

M	WS	BS	S	T	W	I	A	Ld	Int	CL	WP	Save
4	2	3	3	3	1	2	1	5	5	5	5	none

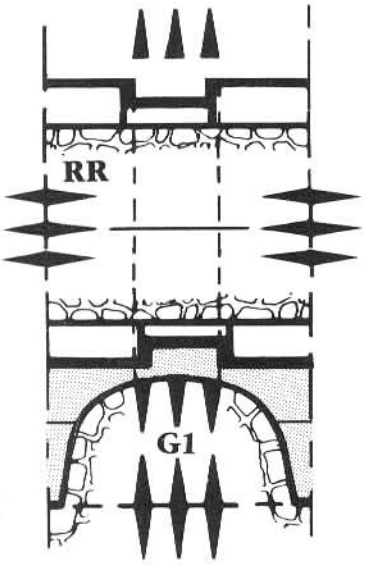
Grimsmirk Danglejaw - Giant

Danglejaw's profile may be generated randomly prior to the battle using the standard chart. The following profile contains an average line and a line for your own generation should you wish to use it instead.

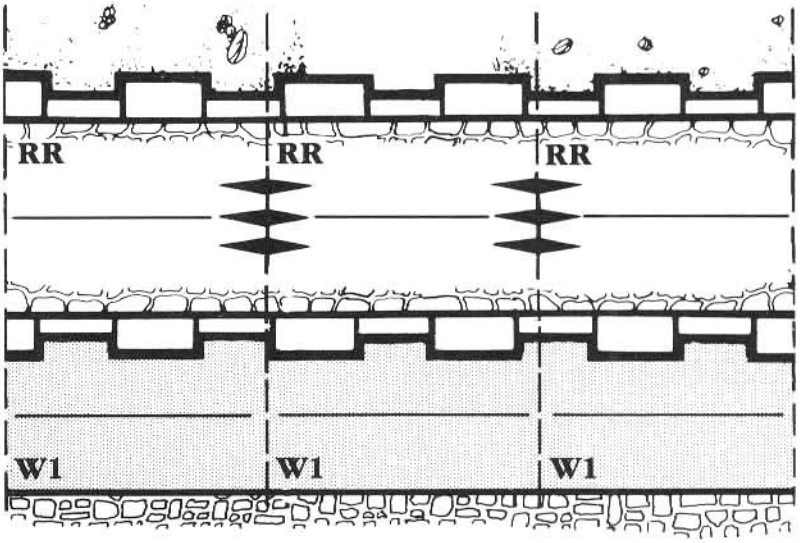
M	WS	BS	S	T	W	I	A	Ld	Int	CL	WP	Save
6	3	3	7	6	6	2	*	6	5	6	6	none

* See **WFB**, pp235-6.

Equipment
10 scaling ladders, 20 grapples, 2 log rams.

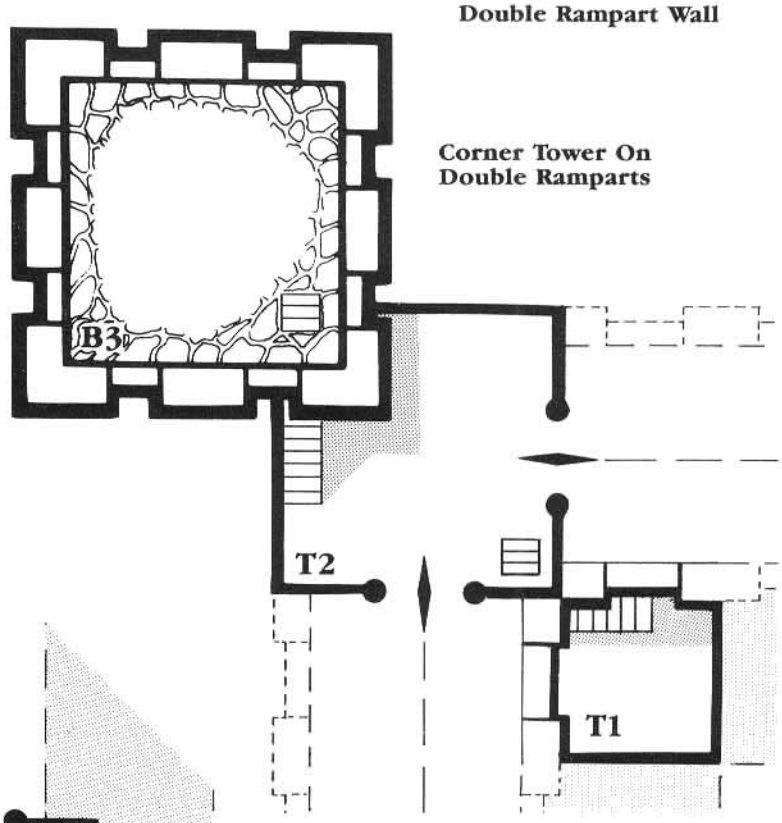


Gateway Through Double Ramparts

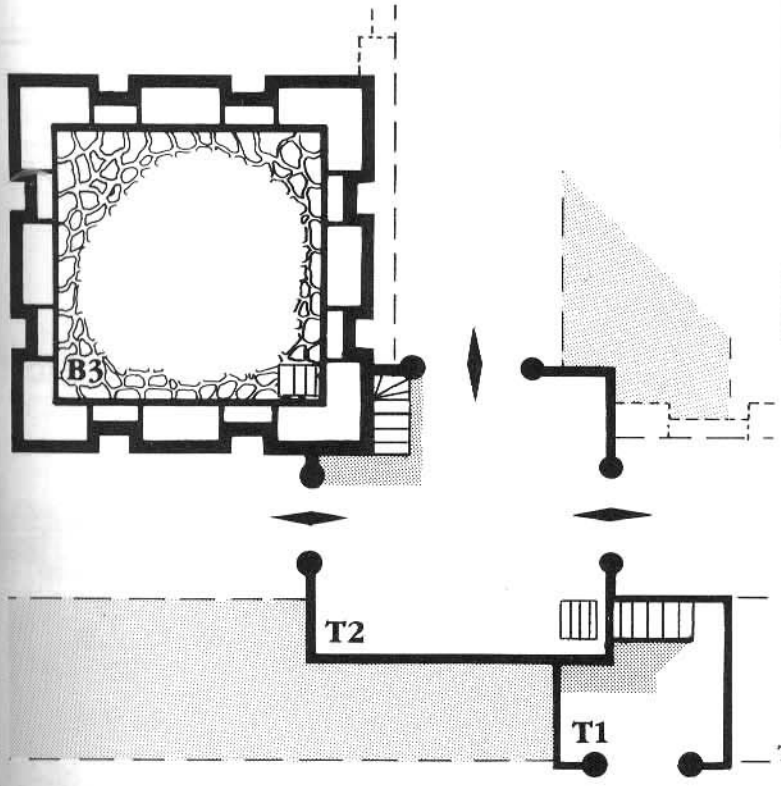


Double Rampart Wall

To create castle maps of the more complex layouts on pages 7-8, simply photocopy these features, cut them up and assemble in the appropriate arrangement.



Corner Tower On Double Ramparts



Tower With Three Connecting Ramparts

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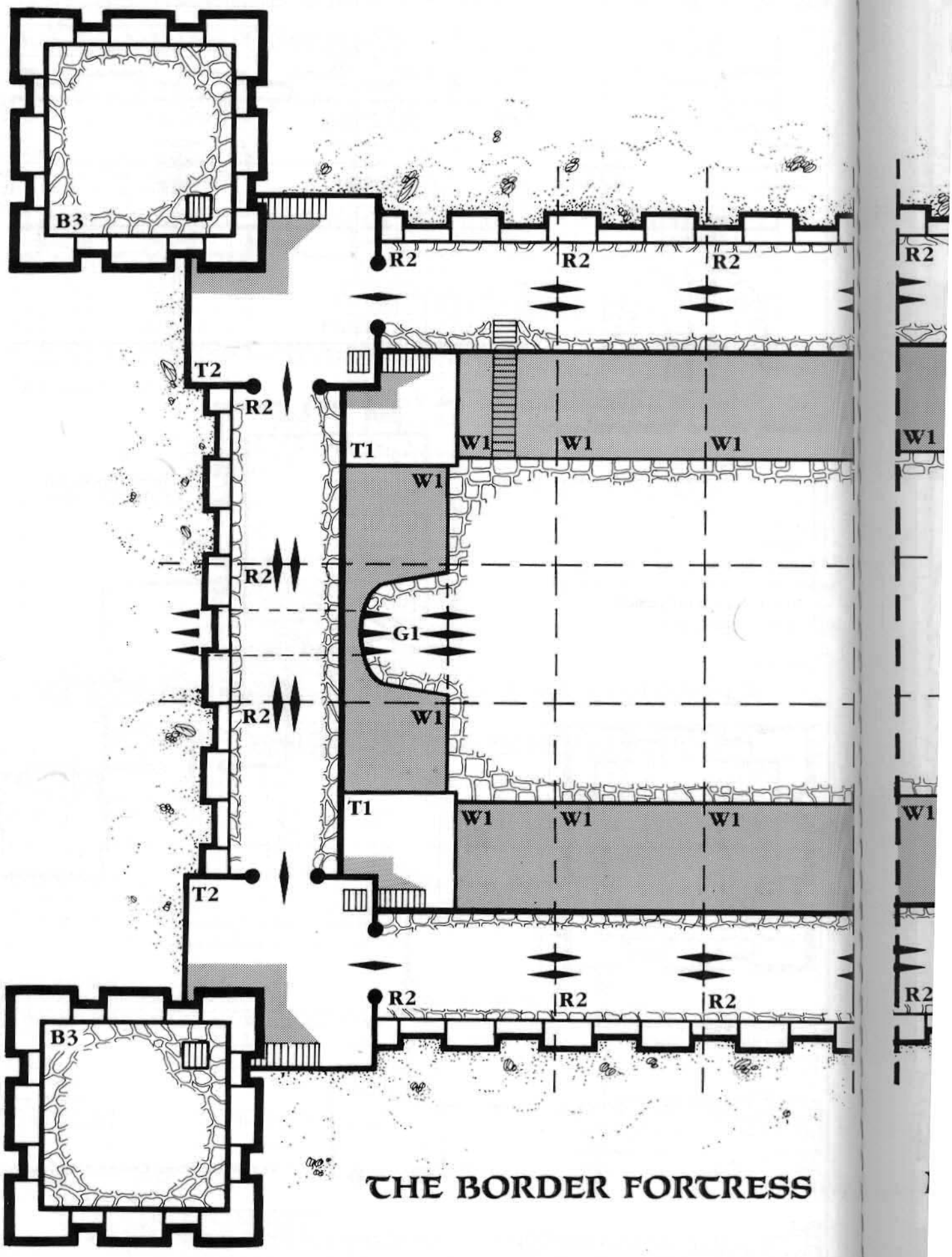

THE BORDER FORTRESS

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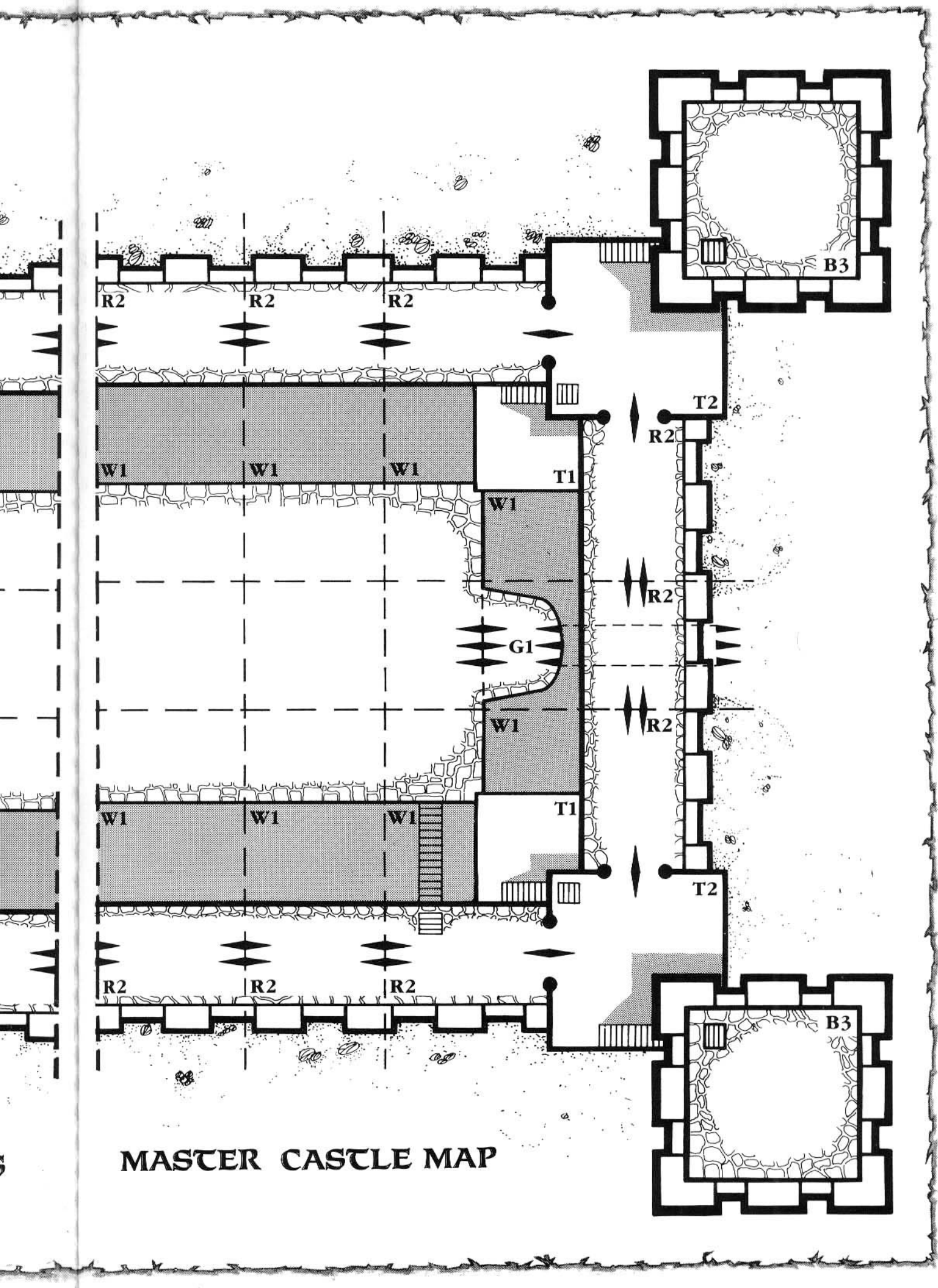
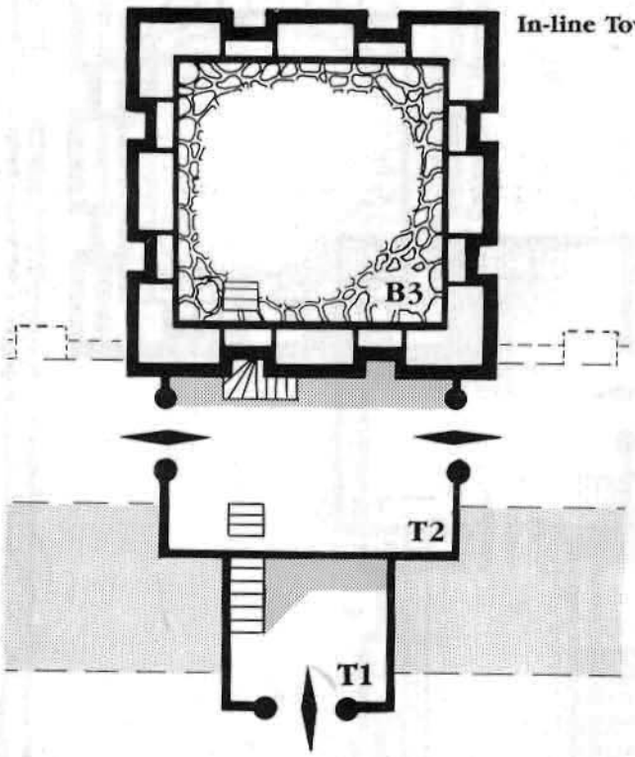
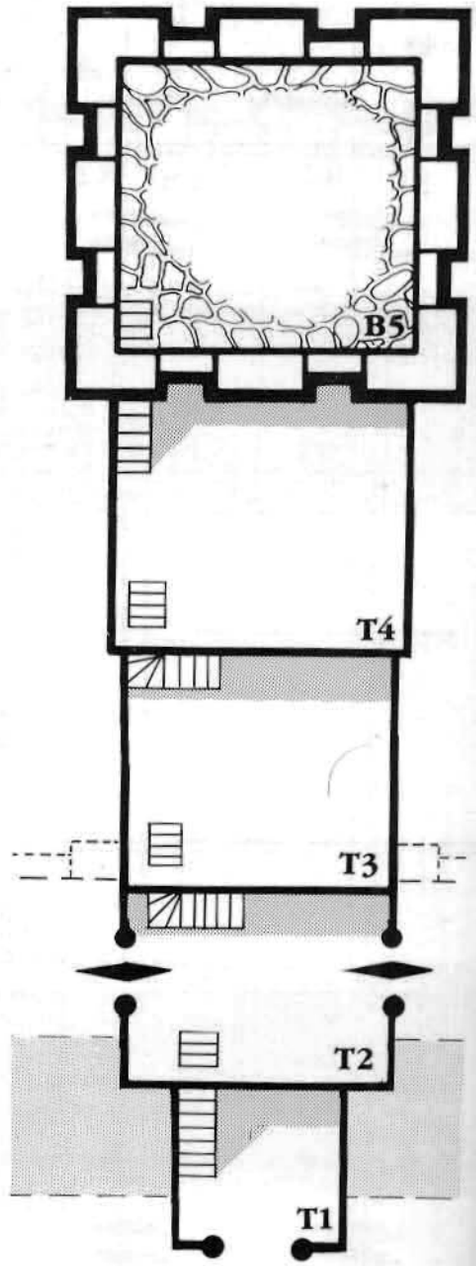


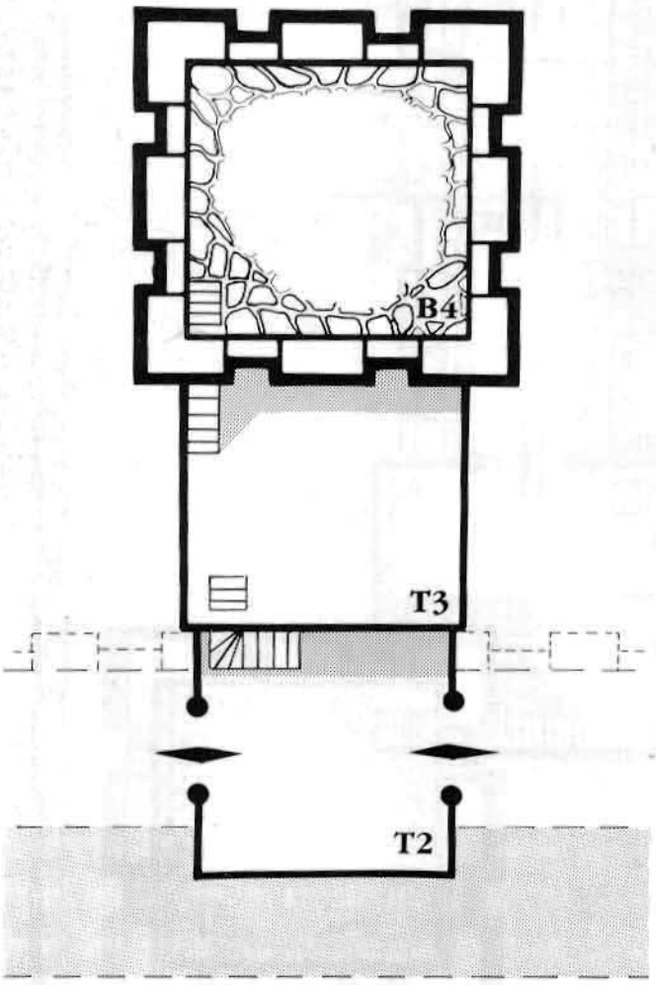
MASTER CASTLE MAP



In-line Tower



High Tower



Tower On Ramparts

To create castle maps of the more complex layouts on pages 7-8, simply photocopy these features, cut them up and assemble in the appropriate arrangement.

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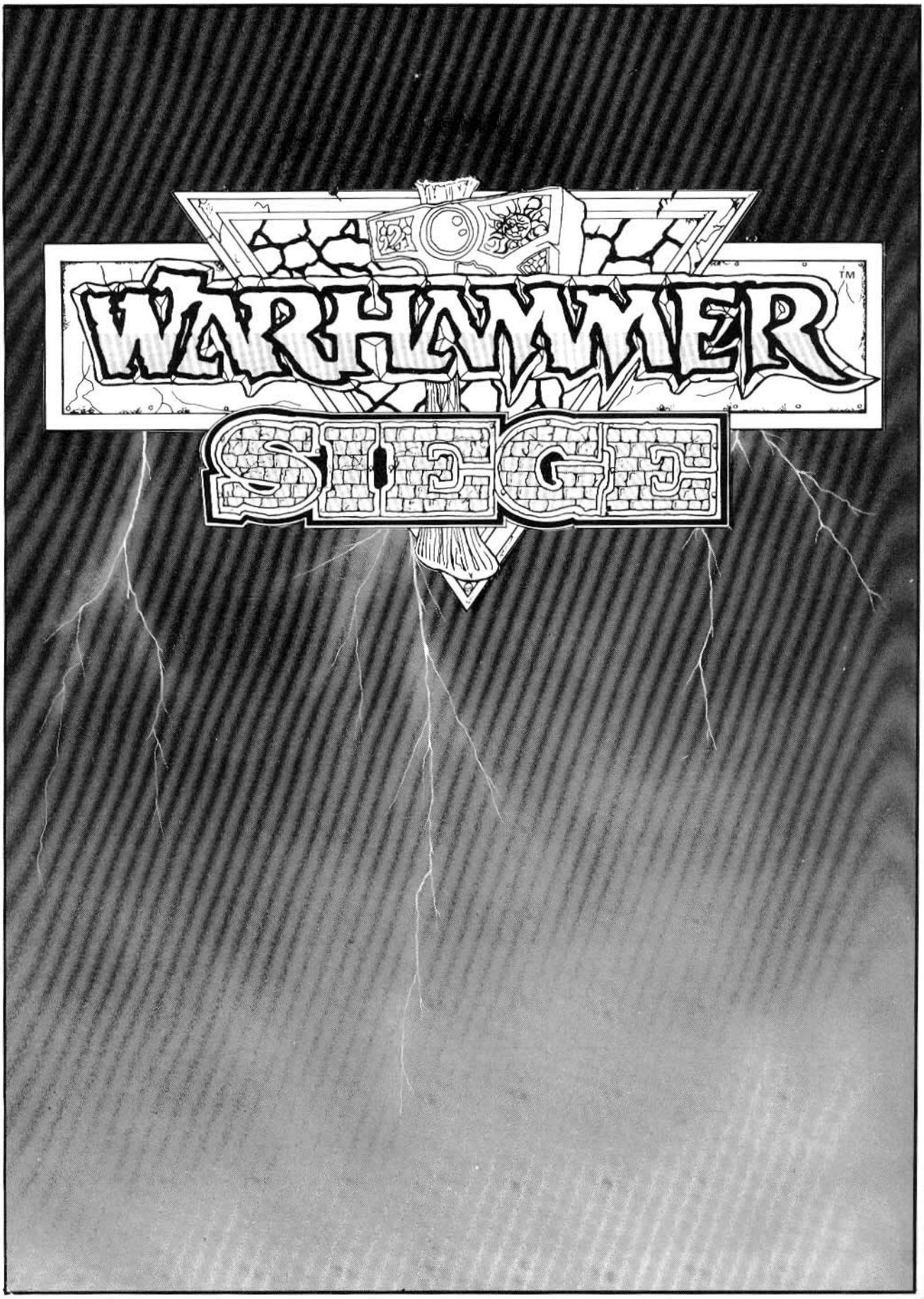
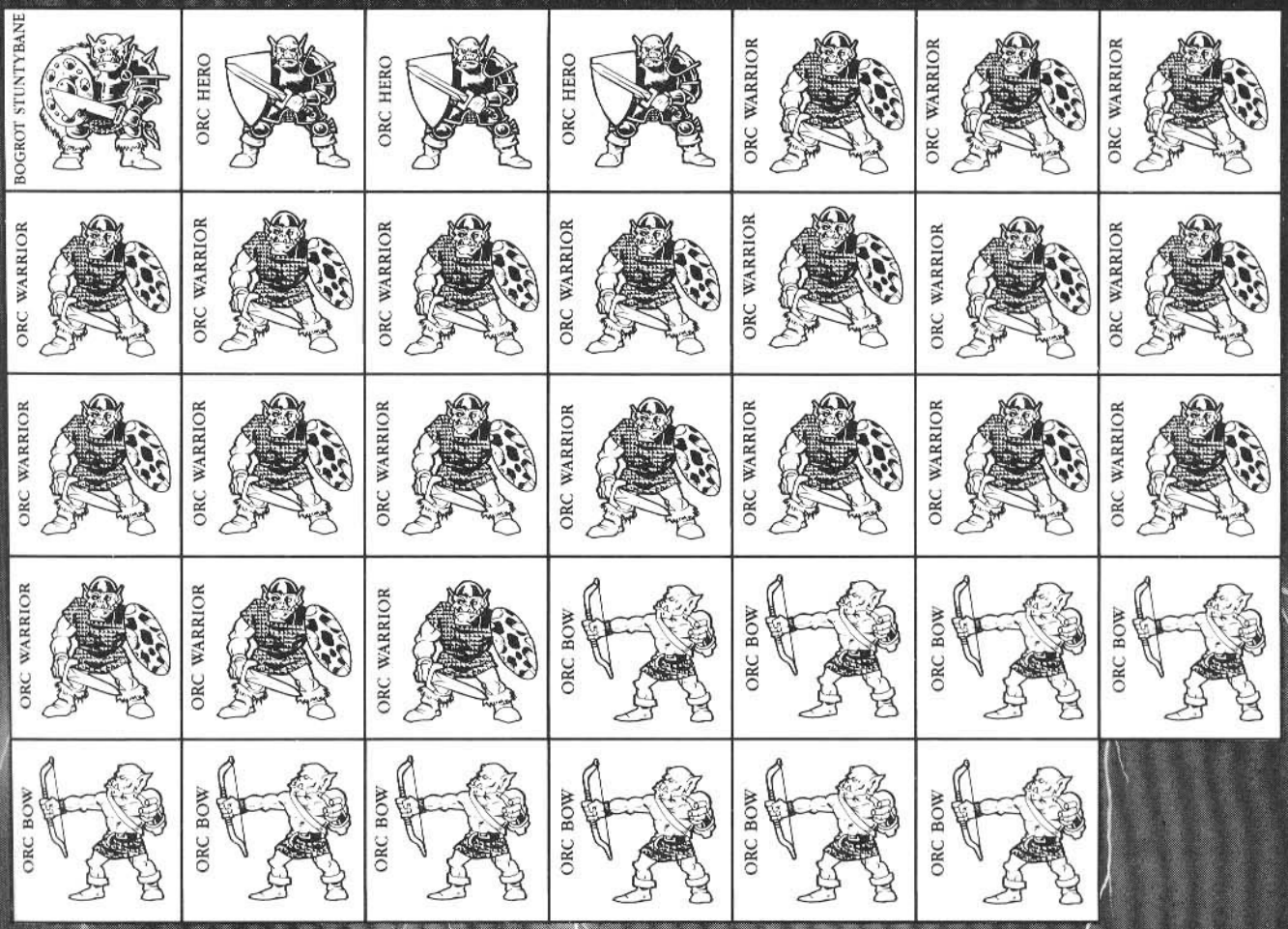
DWARF DEFENDERS

GOBLIN ATTACKERS

GOBLIN WARRIOR
GOBLIN WARRIOR
GOBLIN WARRIOR
GOBLIN ELITE
GOBLIN ELITE
GOBLIN BOW
GOBLIN BOW
GOBLIN WARRIOR
GOBLIN WARRIOR
GOBLIN WARRIOR


WARHAMMER
SIEGE
TM

ORC ATTACKERS



MINING RECORD SHEET PROGRESS

MINE	No. of models	Starting Quadrant	DAY 1	DAY 2	DAY 3	DAY 4	DAY 5	DAY 6	DAY 7	DAY 8	DAY 9	DAY 10	Result
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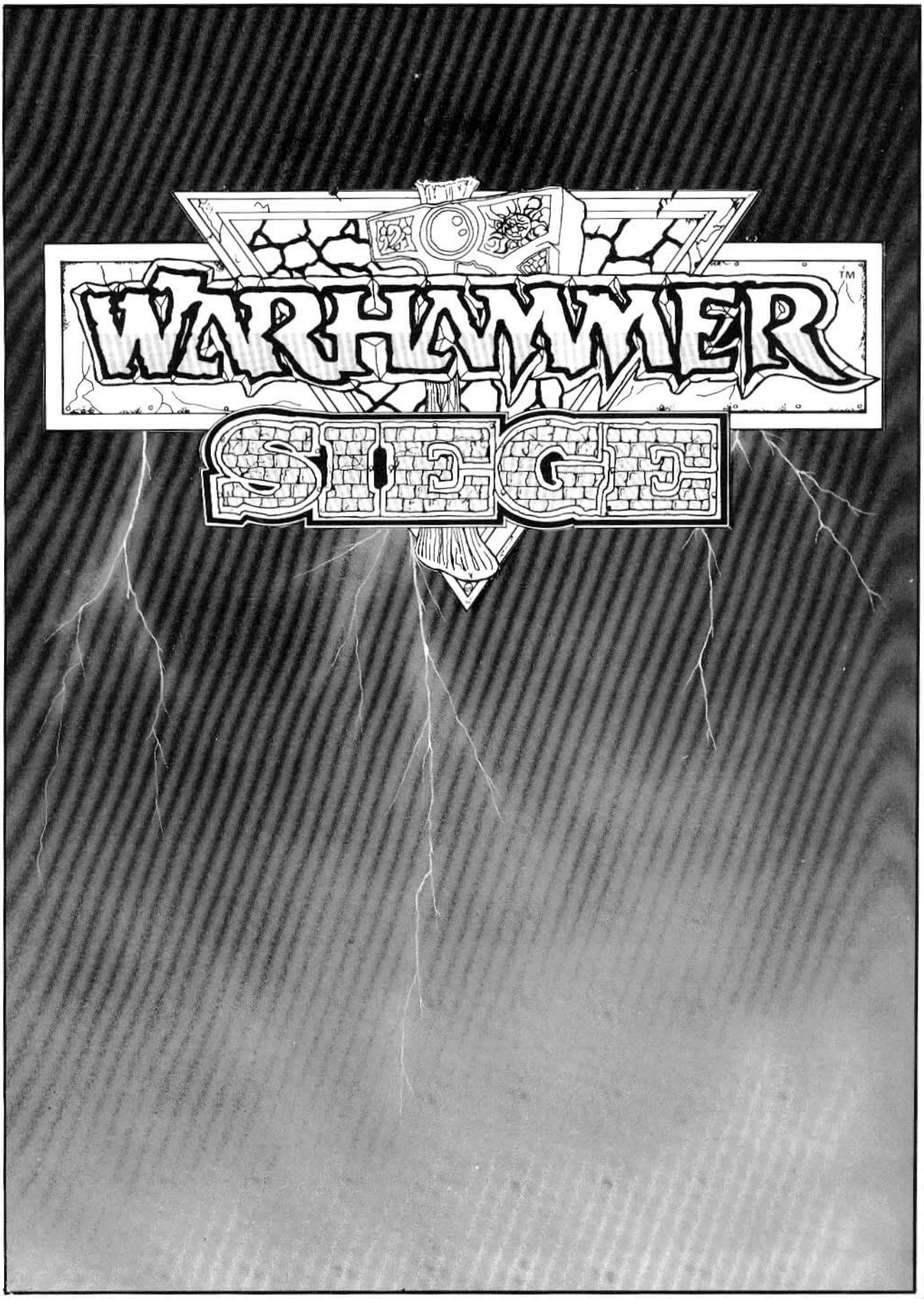
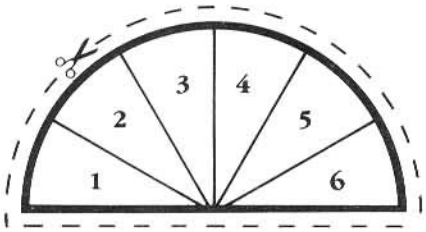
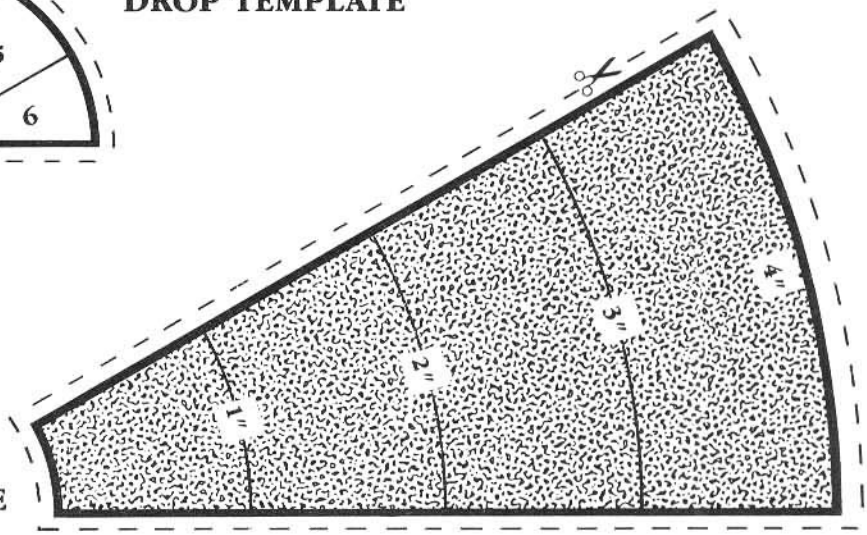
2													
3													
4													
5													
6													
7													
8													
9													
10													


WARHAMMER
SIEGE
TM

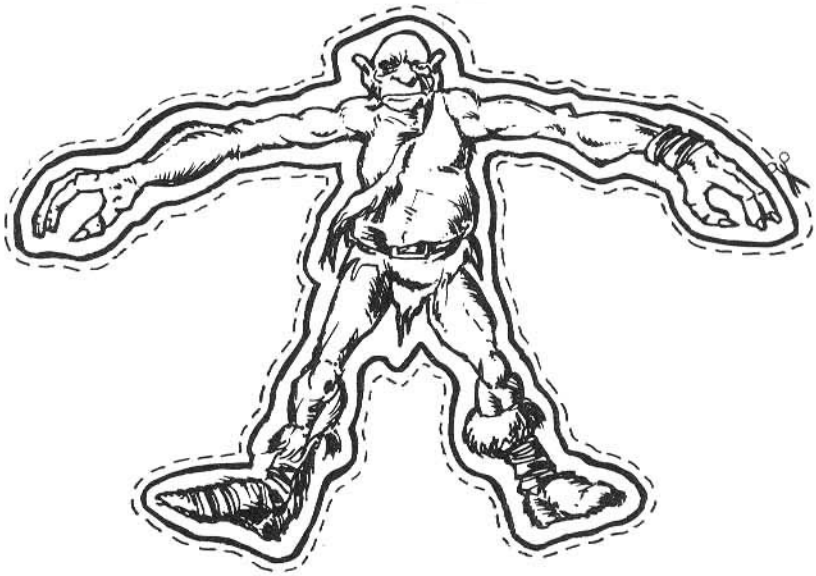
WARHAMMER SIEGE TEMPLATES



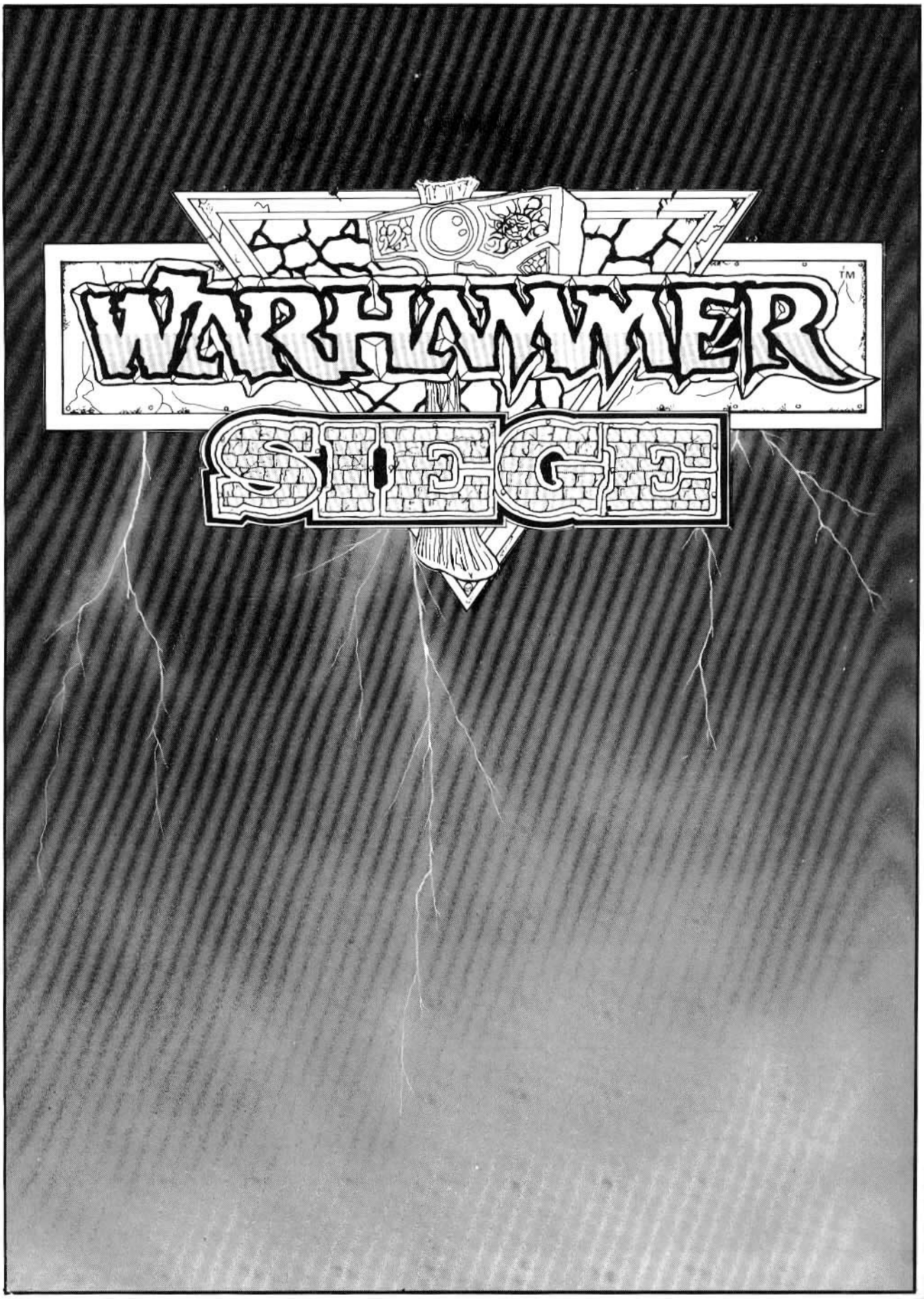
DROP TEMPLATE



SPLASH TEMPLATE



FALLEN GIANT TEMPLATE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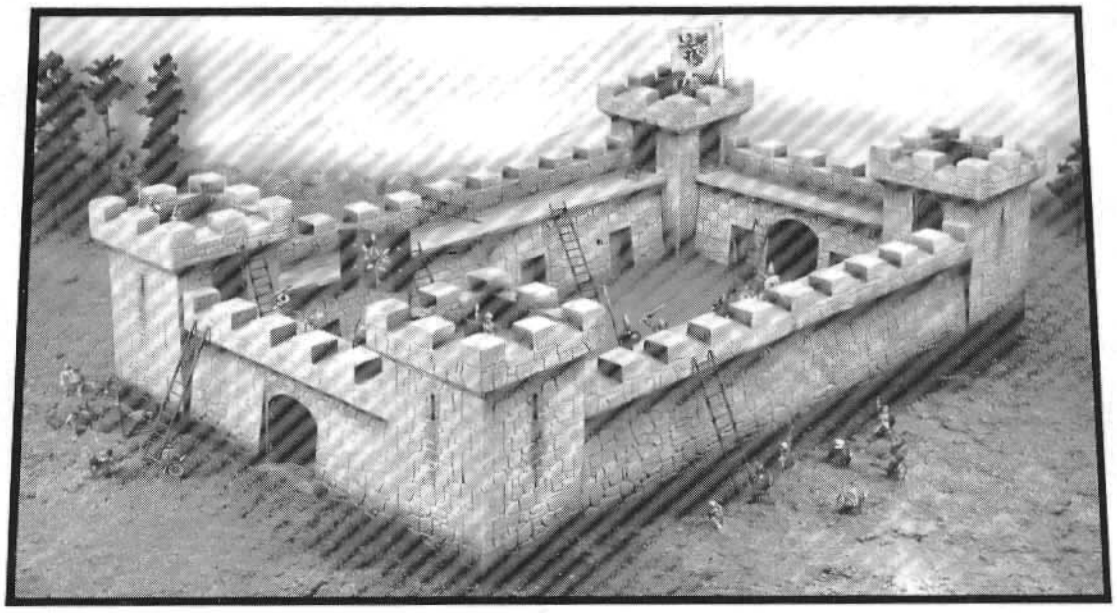
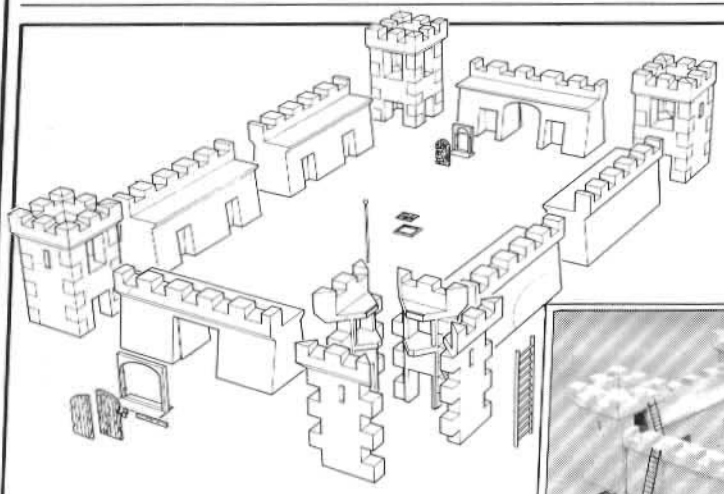
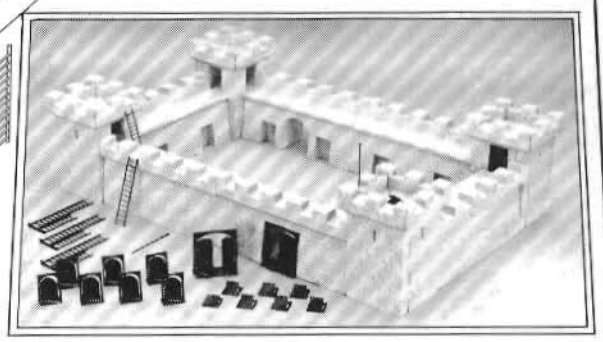
MIGHTY FORTRESS



♦ FULLY COMPATIBLE WITH WARHAMMER SIEGE ♦



The **Mighty Fortress** set allows you to build a wide range of fortifications for use in tabletop games, from the lone Peel Tower to the imposing Border Fortress. Combined with the **Warhammer Siege** rules, it opens up a whole new sphere of tabletop action for your **Warhammer Fantasy Battle** and **Warhammer 40,000** games.



This set contains four-part towers, 4 plain wall sections, 2 wall sections with gateway, plus a sprue of gates, doors, trapdoors, ladders and other accessories, sufficient to make a castle measuring 28″ x 18″ x 7″ from tower to tower.

From Fantasy...

"At dawn we will face the greatest test of our resolve. But I say this: though starving, hunger will not weaken us; though diseased, illness willnot cripple us, and though weary, exhaustion will not claim us. We can fight knowing that all true Reiklanders will forevermore honour our valiant gesture of defiance, even though our bodies may be left to feed the beasts of carrions.

Mind you - we could always surrender."

Baron von Hahnhertz, The Fall of Castle Grossberg

To the 41st Millennium...

The Space Marine heard a noise where no noise should be. Instinctively he rolled forward and started firing. The first Ork died, then the second, then the third, but despite a hail of bolts the frenzied creatures continued to advance. All around the fort Orks were clambering over the parapets, surrounding the Marine. Undismayed the Imperial warrior prepared to die, and as he charged he uttered the Death Chant of his Chapter, "By my life shall I live".

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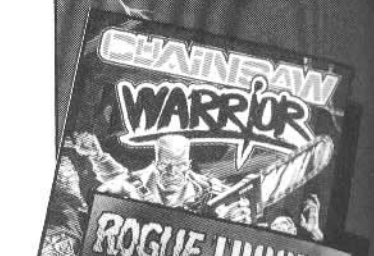

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SUPPLY	SUPPLY	SUPPLY	BLOCKING	BLOCKING	BLOCKING	BLOCKING	BLOCKING	BLOCKING	BLOCKING	BLOCKING	BLOCKING	BLOCKING	BLOCKING	BLOCKING
MACHINE 1	MACHINE 1	MACHINE 2	MACHINE 2	MACHINE 3	MACHINE 3	MACHINE 4	MACHINE 4	MACHINE 5	MACHINE 5	MACHINE 6	MACHINE 6	MACHINE 7	MACHINE 7	MACHINE

RULES SUMMARY & REFERENCE

A. TURN START

Fire
Roll for all fire damage (tower interiors only - see **WFB**, p137).

Roll D6 for all burning machines (see p84):

Dice roll		Result
Open Machines	Enclosed Machines	
1	1-2	The fire goes out.
2-5	3-5	The fire still burns; no other effect.
6	6	The machine is destroyed.

B. MOVEMENT PHASE

1. ACCESS LIMITS (p17)

Link	No. Models
–	4
=	8
≡	12
ladder	4 (max. 2/section)
stair	4 (max. 2/section)

2. OCCUPATION LIMITS

Rampart: 4 models (p17) per side

Tower/Battlement: 8 models per side

3. FLYING CREATURES (p81)

Height level level	Clears building levels
Attack	1
+10	2-5
+20	6-10
+30	11-15
+40	16-20

4. LARGE HUMANOIDS (p50)

Creature	Size ratio
Ogre	2
Minotaur	2
Troglodyte	2
Troll	2
Treeman	4/8
Giant	*

Notes: Treemen count as 4 in *courtyard*, rampart, and *battlement* sections, otherwise they count as 8.

Giants count as a number of models equal to their **S** score (6-8).

5. LADDERS, GRAPPLES, & LOG RAMS (pp39-44)

Object	Models to Carry		
	½ Move	Min	Max
Ladder	2-3	4	6
Grapple	N/A	1 (no shield)	N/A
Log Ram	4-6	7	8

6. CASTING DOWN LADDERS & GRAPPLES (pp42-43)

Unattended ladders - automatic

Attended ladders - 6 on D6 (+1 for each additional model making attempt - max. of 3)

Unattended grapples - automatic

Attended grapples - 4-6 on D6 (+1 for edged weapon, only 1 model may make attempt)

7. MOVING BRAZIERS (p48)
Roll D6 for each Brazier moved, on a 6 roll again:

1-3 Brazier extinguished
4-6 Brazier dropped & extinguished - carriers take 1D3 **S** 4 hits

8. EXPOSED/CONCEALED DEFENDERS (p15)
Remember to remove from, or place on the tabletop any defenders who have become exposed or concealed during the movement phase.

C. SHOOTING PHASE

1. RANGE (p28)
Add +4″ per level to horizontal distance if target higher than firer.

2. OFF-TABLE MISSILE THROWERS (p63)

Maximum Range	May Fire From
under 48″	Tabletop only
48″-96″	Ready Zone
96″ or more	Encamped Zone

3. TO HIT MODIFIERS (pp29,61)

Target is:

Protected by parapet: **-2**
Protected by arrowslits: **-2**
Over ½ range: **-1**
Exposed large humanoid: **+1**
Machine: (min **S** 7 to damage) **+1**
Crew of open machine: **-1**
Crew of enclosed machine: **-2**

4. PROCEDURE
Nominate target section/level and randomise hits among all *exposed* models.

5. MISSILE THROWERS
If target is section/level G1, hits strike gate on D6 roll of 1-3, and stonework on 4-6.

D. COMBAT PHASE

1. DROPPED MISSILES (p45)
See Dropped Missile Table, at foot of page.

2. TO HIT MODIFIERS (p24)

Advantage of ground (being charged from lower level): **+1** (1st round only)

Winning: **+1**

Using Halberd vs. troops on ladder: **+1**

Blocking (see p38): **+1** (always attack first)

Embattled (defending across parapet): **+1**

Fighting Machine Crew: **-1**

3. BREAKING DOWN GATES & DOORS (p35)

All hits are automatic.

Damage modifiers vs. *Gates* are:

+1 **S**	using 2-handed axe or halberd
basic **S**	using 2-handed mace/club, or 1-handed axe
-1 **S**	using any other weapon

Damage modifiers vs. *Doors* are:

+2 **S**	using 2-handed axe or halberd
+1 **S**	using 2-handed mace/club, or 1-handed axe
basic **S**	using any other weapon

No more than 2 models may attack a door at a time.

Door Type	T	Dam. Pts.
Tower to courtyard	6	4
Tower to rampart	6	4
Courtyard to wall	4	2

4. ROUTS (p25)

Routing troops move at end of combat phase, away from enemy troops.

5. RETREATS (p25)

Losing side as (see p24), may retreat (after routers).

To hold ground, losers must make **Ld** test - failure means they rout.

DROPPED MISSILE TABLE (D. COMBAT PHASE)

Type	To Hit	Models Needed	S	Effects
Rocks	Auto	1 or more	No. of models	Hits all in area
Boulders	BS	2/boulder	7	1D3 wounds on 1 target (no Save)
Lime	Auto	2/batch	2	Hits all in area (no save); -3 on all hit rolls for rest of day
Hot coals	Auto	2/brazier	4	Hits all in area (ignites wood structures on 6 on D6)
Hot sand	Auto	2/batch	3	Hits all in area (no save); -1 on hit rolls for rest of turn
Hot water	Auto	2/batch	3	Hits all in area (no save); -2 on hit rolls for rest of turn; may splash
Hot Oil	Auto	2/batch	4	Hits all in area (no save), -3 on hit rolls for rest of turn; may splash
Molten Lead	Auto	2/batch	3 6	(for models on ground - normal save allowed) (for models on ladders etc - no save); -3 on hit rolls for rest of turn

E. MAGIC PHASE

1. SPELLS & THE MAGICAL BOUNDARY
Roll D6 for any spell cast across the boundary (see p82), or at the castle:

1 No effect. Expend **double** magic points.
2 No effect. Expend magic points as normal.
3 No effect this turn. Roll again next magic phase.
4 Spell costs **treble** normal magic points (if the caster has insufficient points, the spell fails and the caster's remaining magic points are wasted).
5 Spell costs **double** normal magic points, etc.
6 The spell works as normal.

2. SUPERNATURAL CREATURES
Roll a D6 whenever any Undead, Ethereal, Demonic, or Elemental model attempts to cross boundary:

1 The creatures may not pass. Either, 2D6 are automatically destroyed (units only), or 2D6 *Wounds* are lost (individuals only - no saving throw).
2 The creatures may not pass. D6 are automatically destroyed (units only), or D6 *Wounds* are lost (individuals only - no saving throw).
3 The creatures may not pass, but are unharmed.
4 Creatures may pass but may not fight thus turn. Any hits on them this turn automatically cause damage.
5 Creatures may pass, but lose 1 *Attack* this turn only. Any hits on them this turn automatically cause damage.
6 Creatures may pass, but lose 1 *Attack* for this turn only.

F. RALLYING (p27)

Routing troops may rally (make **Ld** test) if:

they didn't move during the last movement phase, *and* they cannot see, nor are *aware* (see p15) of any enemy troops in an adjoining, connected section/level.

The test is modified as follows:

+1 to **Ld** if section/level contains same number of (or greater) friendly models;

if models from more than one unit are routing in same section/level, test on lowest **Ld** level.

G. STRATEGIC TIME (p59)

Attacker may declare switch to Strategic Time whenever no attacking models are on the tabletop.

1. STRATEGIC FIRE (p64)
Each missile thrower can fire 12 volleys per day (5 shots per volley).

-1 volley for every crewmember
-1 for each missing crewmember

Roll D6 for each volley, to determine number of hits, and calculate structural damage normally - (see p31).

On a 6, the hit strikes D6 exposed defenders (if any). A result of 6 means the hit is on a character model (re-roll if none present).

2. STRATEGIC COUNTERFIRE (p64)
Only Ready zone may be fired on. Firer declares whether firing at troops or machines

Firing on Troops
Roll D6 for each volley: 1-5 means D6 members of a that many units are hit. A further 6 means a character model is hit.

Firing on Machines
Roll D6 for each volley: 1-5 means that many machines are hit. Only **S** 7 (or greater) hits can affect machines. A 6 on D6 means the machine is destroyed.

H. SUPPLIES (p75)

1. ATTACKER
Supply points cost 2 points each.

Expenditure

Unit Size	Supply pts per day
up to 20	1
21-40	2
41-60	3
Characters	
With unit	0
up to 20	1
21-40	2
Missile Thrower Crews	
Any size	1

Halflings consume twice these amounts; Large humanoids (not Trolls) consume supplies at a rate equal to their size ratio.

Lack of Supplies
Make a **Ld** test for each unit lacking supplies, failure means D6 models desert. But:

Halfling, Orc, and Goblin units lose 2D6;

Trolls *eat* D6 members of nearest unit

Characters never desert.

2. DEFENDER
Starting supply = 2D6x10

1 point is used each day

Lack of Supply

Unit Strength	Models Lost
up to 20	D6 per day
21-40	2D6 per day
41-60	3D6 per day

Halfling, Orc, and Goblin units lose twice normal;

Trolls *eat* D6 members of random unit.

3. FORAGING (p60)
Attacker may gain D6 supply points for each strategic move a unit spends in the Remote zone.

J. CONSTRUCTION (p77)

A minimum **Int** of 5 is required.

Large humanoids (not trolls) use their size ratios when constructing;

Dwarfs count as double actual number;

Halflings consume 3 times normal supplies when constructing;

Gnomes count as double their number when mining or raising earthworks;

Skaven count as 3 times their number when mining.

K. MINES (p78)

Check for accidents by rolling D6 whenever the day's progress roll (see p79) is a 6:

1 all miners killed and the mine and minehead are now useless.
2 2D6 miners are killed, and the tunnel score is reduced by the same amount, to a minumum of 0.
3 As above, but roll D6 instead of 2D6.
4 D6 miners are killed but the tunnel score does not change.
5 Progress halted - the tunnel score does not change today, roll D6 next day: 4+ the mine may continue normally, 1-3 it must be abandoned.
6 The mine is flooded and destroyed. Roll D6: 4+ means D6 miners drown, 1-3 all escape unharmed.

Certain races have a saving throw against floods and collapses:

Race	D6 Saving Throw
Gnome	6
Dwarf	5-6
Skaven	4-6

COLLAPSE (p79)
When the player wishes to collapse the mine (it must have a tunnel score of 20+), he chooses a target section and rolls a D6:

1-3 Target section *undermined*.
4 Wall/tower section *partially undermined*.
5 Section immediately to left of target section (if any) is undermined.
6 Section immediately to right of target section (if any) is *undermined*.

Undermined sections automatically lose any remaining defence points from the bottom level (**W1**, **T1** or **G1**), and takes D6 points of critical damage.

Partially undermined sections take 2D6 defence points of damage in its ground level (**W1**, **T1** or **G1**).

L. EQUIPPING FORCES

1. SPECIAL EQUIPMENT
The following items may be bought from the points allocated to *rank and file* (cf Warhammer Armies), prior to the game:

Item	Points Cost
Brazier	25
Log ram	10
Ladder	10
Grapple and line	5
Water (per batch)	2
Oil (per batch)	5
Lime (per batch)	4
Sand (per batch)	4
Rocks (per batch)	2
Boulders (each)	3
Lead (per batch)	5

2. SIEGE MACHINES
Each player may spend up to one third of the total points cost of the army on Siege Machines. Crew costs must be deducted from the rank and file allowance.

Goblinoid, Undead, Chaotic, and Dark Elf armies may allocate no more than one third of the points spent on siege machines to the purchase of gunpowder weapons. Points costs can be found on pages 66, 70, and 74.

CONSTRUCTION TABLE

Construction	Min./Max Models	Worker/days	Supplies
Earthwork	10/NA	10	10
Mine	10/NA	varies	10/day
Countermine	10/NA	10	1
Missile thrower	1/10	3 per crew	3 per crew
Engine of Assault	1/10	2 per crew	2 per crew
Screen	1/10	1 per crew	1 per crew
Enclosing open machine	1/10	1 per crew	½ per crew

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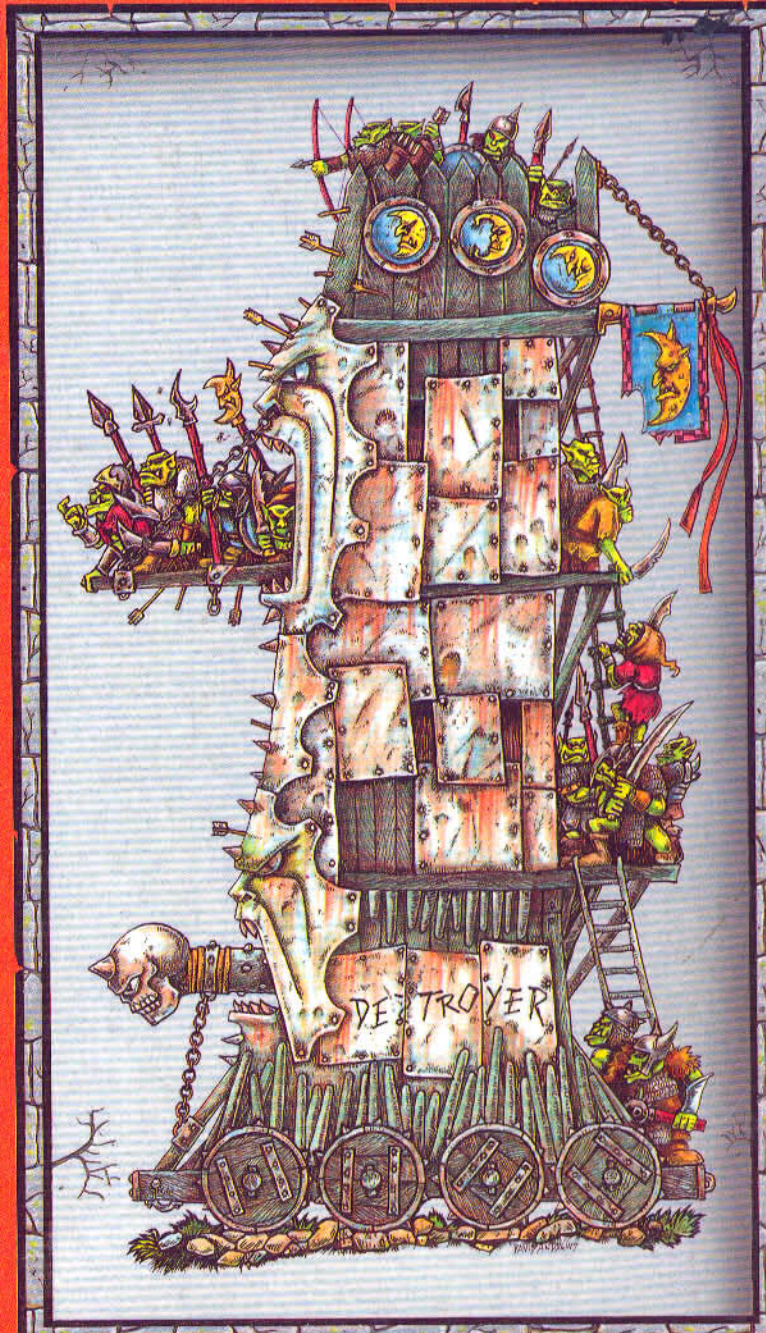

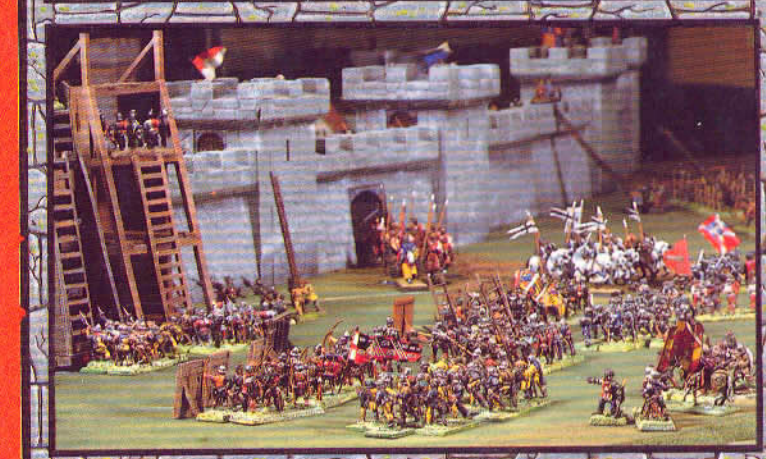

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